



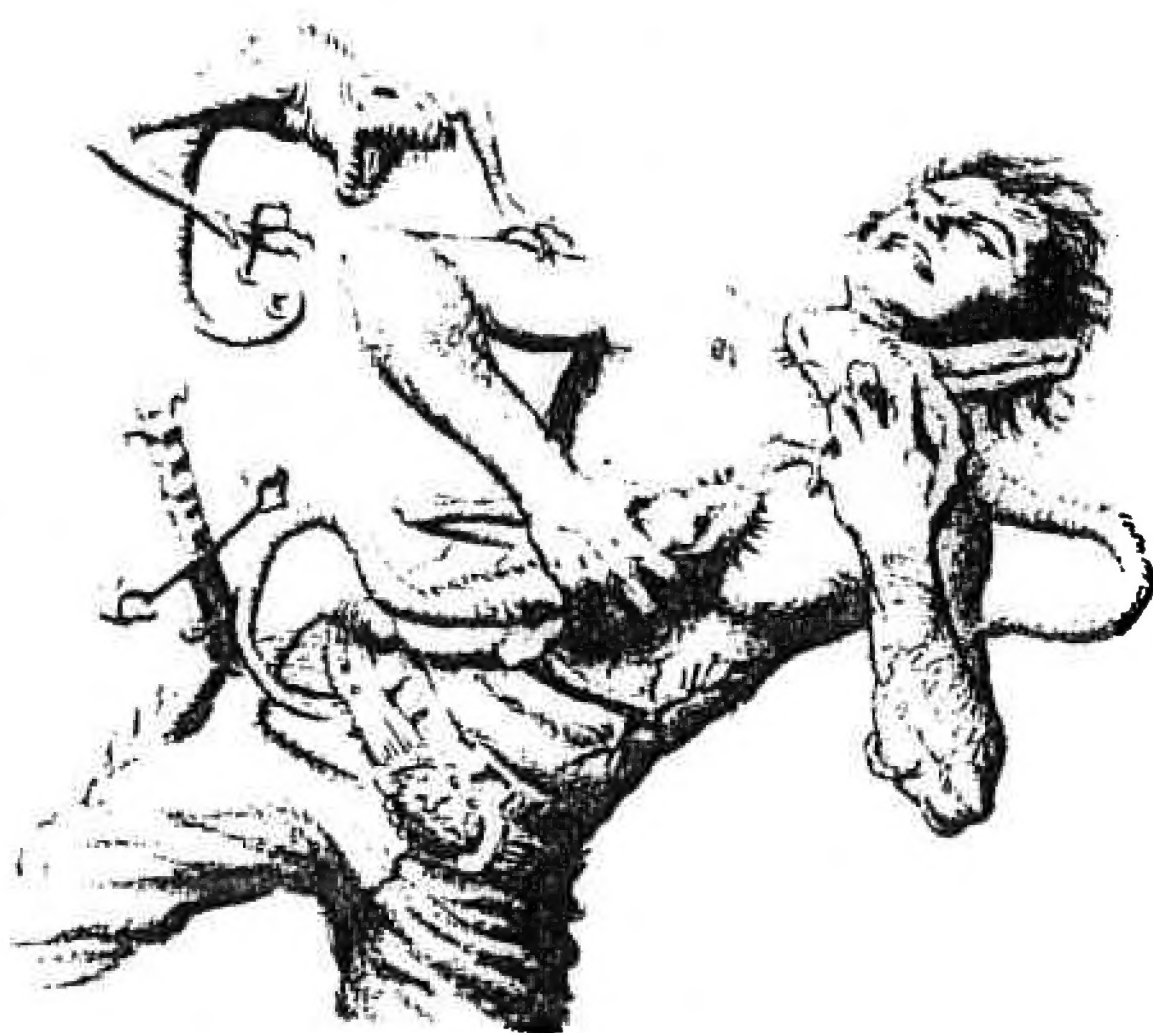
# BORKELBY'S FOLLY



ISSUE NO. 2

Autumn 1995

SCRAGGER: THEY WERE ON HIM BEFORE HE COULD SAY "QUIVERING TRID-NODES"



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- KLADES
- NEW OCCUPATIONS
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- NOTES & QUERRIDS
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## THE EDITORIAL WARBLING OF THE DHAR CORONDON

### **I'VE FOUND A CACHE OF EARTH-TEC**

Welcome to Issue 2 of "Borkelby's Folly". If you saw Issue 1 you'll notice an immediate difference - this ish was produced on a 'new' PC, a 386 kindly donated to this esteemed organ by Jason Panting. Still out of date but a step up nonetheless. So, I'm using WordPerfect rather than Wordstar and printing by deskjet/laser rather than my dot-matrix (which makes a rather fetching coffee table by the way).

I'm also varying the font sizes more, so not only is the page count of Issue 2 up, but there is more words to the page for many articles. Admittedly, this process has been trail and error, so don't assume that a big looking piece is necessarily meant to be more important than a smaller one.

### **OUT OF MY LEAGUE**

I've seen some great zines over the last few months (see the review section) and I've shamelessly copied some of their features. For example, the letters page is a take on the style of "Imazine", and the SoJ introduction was inspired by Patrick Brady's EPT article in "The Eye of All Seeing Wonder" #4. Imitation is the sincerest form of flattery and all that.

### **BORKELBY ON THE NET**

Elsewhere in Issue 2 I've bashed the net a bit, possibly out of envy, but I'm glad to say that "Borkelby's Folly" has been placed on the Jorune FAQ (Frequently Asked Questions) and a review of Issue 1 has been posted to the Jorune mailing list. This was by Owen Smith and was very fair (that grumbling you can hear in the background is just my empty stomach). Big thanks to Owen for sending me a copy of it and the list of SoJ articles that appeared in "White Wolf" magazine.

### **WHERE ARE YOU GEOFF GRAY?**

A strange case of disappearance has afflicted the Joruni community. Geoff Gray - who helped put together the UK's first SoJ fanzine "Sarceen's Knowledge" - has apparently vanished from the face of the Earth. He has been sighted in Blackpool and is rumoured to have flown to Australia to marry his girlfriend Maxine. Since then - nowt. Geoff is being sought by both Alex Blair and SkyRealms. Mr Gray spent six months or so in the US with the Lekers and thus his loss is rather perplexing. Maybe he got sucked into a dark warp. If you've seen Geoff, you are Geoff, or you placed Geoff in a keeper rod, please get in touch.

### **I SHOULD HAVE KNOWN...**

Notice the mistakes in Issue 1? I did, just as Julia and I were physically putting the issue together. There were some annoying typos and a couple of genuine clangers - the Lamorri are mentioned in "Sholari" #2 (not "Adventures Unlimited") and the large map of Kesler did not appear as promised. My lovely assistant and I apologise for these errors. I'm sure there will be more in this issue, and in fact I'm already having trouble with kerning (at least that's what I think it is, and I don't mean rapid and involuntary expulsions of isho).

### **BACK ISSUES**

Issue 1 is still available for an SAE and 47p in postage. If you feel generous you can ensure your next copy of BF by enclosing four 1st class stamps. Overseas readers should send three IRPs and their address. Generous subscribers may like to include \$2 with that. Alternatively send me something nice like an RPG mag or a zine and I'll send you BF.

### **ISSUE 2 ARTWORK**

I'm still using some Teves art, but I'm happy to say that this has been supplemented by Dominic Green's interpretation of Jorune and the odd doodle by yours truly. Dominic's art was created to support a Jorune PBM that a Cambridge based SoJ group were involved in, and mine is simply an attempt to fill some space! Please titter discretely.

### **GURPS JORUNE?**

Apparently not, otherwise it would be in the news section. Steve Jackson is a fan of the world by all accounts, and would like to do a GURPS version in co-operation with Joe Coleman, but permission is needed from Andrew Leker. A possible conversion has been mooted for the past two years. It's a pity because GURPS has a large following and a Jorune version could only benefit both companies, and of course SoJ itself. More people deserve to see it. Thanks to Matthew for the above info.

### **I COULDN'T HAVE DONE IT WITHOUT...**

Julia Oatham, Jason Panting, Andy Langran, Matthew Pook, Alex Blair, Owen Smith, and Dominic Green. Also thanks to Dave Morris, Bob Dushay, and Paul Mason.

All copyrights stay with the original authors/artists. "Borkelby's Folly" is ©1995 by RP Gillham. Any smudges or unsightly errors are © 1995 RP Gillham's cat.



## TALES FROM TAN-IRICID - JORUNE NEWS

### **4TH EDITION LOOMS**

It's official, work is beginning slowly on the 4th edition of SkyRealms of Jorune. I have no idea who will publish this, but it's confirmed that no more 3rd edition supplements will be released. Just in case you're not sure what 3rd edition material is available check the following list and then snap up the remaining copies:

### **3RD EDITION RULEBOOK**

**THE SHOLARI PACK**

**THE INNOCENTS OF GAUSS**

**THE GIRE OF SILLIPUS**

**THE SOBAYID ATLAS**

There has been a software mishap with the original files for the 3rd edition, so the Jorune mailing list (see below) is manually re-typing the whole thing via the net. Gratitude is due to this "volunteer thriddle squadron", to use Joe Coleman's phrase. I'd guess that we won't see the 4th edition for at least a year, but I'll keep trawling for information.

### **LAMORRI HIT BACK**

This could have a bearing on the 4th edition as well. Alex Blair informs me that the Lamorri may return in the near future of Jorune's official time line, seriously disrupting the isho and altering Jorune's moons. He also mentioned something about a whopping great meteor hitting the planet but I'm not sure how this fits in.

We do have some solid information about the Lamorri: the Eelshon She-Evid is an exact replica of one of these space nasties, which confirms the rumour that the shantha created it to mock their oppressors (as well as kick the shite out of them). There is also the fact that Tan-Iricid was the Lamorri HQ, the Doben-al was created by Lamorri draining isho from the area, and bochigon were Lamorri riding beasts. Also note that a Lamorrid evid created by modern shanthas is a small Lamorri replica and is 13 feet tall. Ouch!

A related fact which I find fascinating is that Tan-Iricid apparently contains a beacon that could alert the Cleash homeworld that members of their race are stranded on Jorune. If the Cleash could activate this beacon maybe their brethren would come and rescue them. Now that's something to keep sensitive tauter awake at night.

### **JORUNE ON THE NET**

All the following info is reprinted from Issue 3 of "Sholari", but I'm sure Joe Coleman won't mind me spreading this further.

### **Jorune Net Mailing List**

Subscribe by sending e-mail to JORUNE-L-REQUEST@io.com with the subject SUBSCRIBE and the message SUBSCRIBE<your e-mail address> in the message.

### **FTP Sites**

There are two FTP sites. The primary one is at <ftp.edu.berkeley.edu/pub/jorune>, and the other is <opt-sci.catalina.arizona.edu>.

### **Sholari**

You can reach Joe's fanzine at [TheSholari@aol.com](mailto:TheSholari@aol.com).

### **Jorune WWW Page**

Joe is working on this and notice will be served on the mailing list.

All the above is complete gobbildigook to me.

### **NO SLEEP 'TIL NORTHAMPTON?**

I'm pleased to say that there will be a Jorune get-together at Contraptions '96. Guest of honour for the event as a whole is Steve Jackson, but there is also a possibility that Joe Coleman will make trip from Californ-i-a. Only a possibility mind...

Contraptions will be held in Northampton on the 24-25 of August, 1996. Membership is £25 and the organisers can be e-mailed at:

[contraptions@vger.demon.co.uk](mailto:contraptions@vger.demon.co.uk), or on the WWW at <http://www2.augusta.co.uk/~lrm/contraps.html>.

The postal address is:

Contraptions  
12 Cartersmead Close  
Horley  
Surrey  
RH6 9LG

"Borkelby's Folly" will be there, hopefully with pint in hand and definitely with a few issues to flog (I have to pay for the train ticket somehow!). Go on, come along and show us your orbs.

## JORUNE REVIEWS

**The Sobayid Atlas**  
**Sourcebook, \$16.00/£10.50 (approx).**  
**Reviewed by Matthew Pook**

This is the fourth and most recent publication supporting SkyRealms of Jorune. The 64 page book supports a full colour cover by Miles Teves and on the strength of it I would suggest that he stick to his superb black and white style of the main SoJ rulebook. The woman it depicts is posed so unnaturally, unless she is posing for the camera. On the back is the Atlas's only map of the region and without a key. The map is reasonably clear though, but a double spread inside the book would have been better.

Inside the Atlas details the Sobayid desert that lies between Gauss and Ardis to the north and the East Trinnu Jungle Lands to the south. It is all laid out in a wonderfully clear manner with new artwork that, whilst not by Miles Teves, is extremely good. Material that is for the eyes of the Sholari only is placed in sidebars and marked by the symbol of a sarceen (although why the general topographical layout of the region is thus marked is a mystery) and at the end of the book you do get a decent index.

The contents of the book cover the region's history, geography, secrets, flora and fauna, bio-tec, it's closeness to the dangerous cleash infested East Trinnus, and its settlements. The villages are only covered by a thumbnail sketch of just one paragraph, but these are detailed enough for any Sholari to embellish. The larger settlements that are the towns and cities receive a lot greater coverage. Approximately a page is devoted to each, and that includes a detailed map. The largest of the cities, Miedrinth, receives five pages including the centre spread. All the maps are clear and have important or notable buildings marked.

Three short chapters cover the history of Muadra in the region, their societies (including one or two that are highly secret and militant) and new dyshas. The latter are used to manipulate the physical world and generally could not be used for combative purposes (except maybe for field engineering). It is unlikely that the average maudra would have access to them, but getting the chance to do so could be an adventure or two in itself.

Reasonably detailed, The Sobayid Atlas presents a good overview of the region, but it is a little

expensive. With this as a model any further regional sourcebooks would be highly welcome.

**The Sobayid Atlas**  
**Second Opinion by Ray Gillham**

I agree with all of Matthew's findings, but I'd just like to add an observation or two of my own. The illustration on the front page looks unnatural, I believe, because it is modelled on a sunbather lying on her *back*; Teves seems to have used this as a basis for a standing figure, probably from a photograph. The right leg and the hair cannot be in that position unless the model is horizontal, so perhaps what we have is a holiday snap of the artist's wife/girlfriend extrapolated to a Sobayid lakeside. Teves has used this trick before of course, when he used me as a model for the boccord in the 3rd ed rulebook (ahem...). Also, is that a Talmaron in the background? Doesn't look like the one in the main rulebook. A tamed duradon?

The premise of this sourcebook - to give characters a different starting point than Ardoth - is something I've always supported. Ardoth is huge (as fantasy cities go) and it can be overwhelming for both players and Sholari: "Ooh, let's go to Arkin. No, er, I want to visit the Bep Clep, or Shandane" etc. I find myself winging it so hard in places like this that I'm practically ready for take-off. The Sobayid city of Laindis receives challisks from Ardoth, and Miedrinth has a mini Hall of Drenn, so the PCs don't have to trek to the capitol to declare tothis.

This fits in with my preference for Jorune gaming (in fact gaming in general) - the low fantasy approach, where the characters know little about the wider world (or are ill informed) and can discover it along with the players themselves. Sort of Luke Skywalker before he left Tatooine, or a rather less prim Sam Gamgee (who knew a lot about the land around the Shire for 20 miles, but bugger all beyond that). See the article on character generation for more wibbling on this.

That's the good news, the bad news is that - maps aside - most of the specific information about the cities is lifted almost verbatim from the 3rd edition rulebook. This is plain lazy. Do they *assume* we haven't got the rules? I don't like paying for the same material twice, it's a rip-off too common in RPG publishing. The maps are well drawn and clear, but lack genuine detail. The cities still need quite a lot of attention to bring them to life.

The Muadra chapters are very welcome, giving us an insight into the political, philosophical and religious communities of the most interesting human variant. This is some of the best material in the book - really setting the Sobayid apart - and includes "The Story of Seyat", Jorune fiction relevant to the NPCs at hand.

Interior art is very good, especially the action intensive stuff by Janet Aulisio Dannheiser. The flora and fauna sections are also impressive, giving beastie descriptions along with group illustrations showing the ecological niche of each creature. An extremely good idea and well executed. The critters in question range from the old staples (so that's what a pibber looks like?) to the wickedly new (the triffidesque Trinnu beagre trap). I'm still a bit uncomfortable with bio-tec; maybe I'm just a 2nd edition fuddy-duddy, I mean there weren't any cute Recos back then.

So, what we have is a good looking supplement that is great as far as it goes, but could have been much more. There is a feeling that some topics were glossed over (the history of the whole region covers two pages) and the Sholari cannot just pick up and play this material. That said I still rate The Sobayid Atlas as the second best SoJ support product. I'd take it over "Innocents of Gauss" anyday, and I'd rather have it than "The Gire of Sillipus". Buy this, "The Sholari Pack", and of course the 3rd edition rules, and you're more than equipped to pay your 20 'yules for the Tauter Guide and a step into the wide wide world of SkyRealms of Jorune.

**Sholari, Issue 3**  
**SkyRelams of Jorune fanzine**  
**Talewind Print & Production**  
**PO Box 12631**  
**Berkeley**  
**CA 94712-2631**

First off let me thank Joe Coleman and Owen Smith for providing me with this issue of Sholari. The fanzine is edited by Joe, who will be familiar to all as Jorune alumni and editor/writer of most of the 3rd edition supplements. Initial quibble though, as there is some confusion over the price of the zine for overseas subscribers. Front cover says \$6.45, inside front cover says foreign sample is \$8, and also says that foreign subscribers should write for rates. Not that I should be throwing stones in this particular glass house. According to Owen, a 6 issue sub is \$27.50 and a 3 issue one is \$15.75.

Sholari looks and feels wonderful. There's great

cover art by David Ackerman and the the zine has a lovely solid texture with cream coloured 'parchment' type paper. If you've taken a look at the reviews in the zine section you'll know that I'm rather enamoured of pretty page layout and other DTP niceties. Sholari is no exception, with attractive headers, borders, box-outs, and other jiggery pockery that is beyond the ken of my humble hardware.

Sholari is a lean publication, and by that I mean there is very little wastage within its covers. It's wall to wall Jorune without so much as a nod toward fanzines as a whole. The editorial covers the production process and an appeal for material (particularly artwork). It's nice to see that there is a substantial UK contingent in Issue 3, with oodles of material supplied by Cambridge based Jorune gamers 'Team Heridoth'.

The Heridoth material makes up a fair portion of this issue, including a pull-out guide to York, written by the Danstead Society in a Tauter Guide kind of way. I liked this a lot. Koistra and Ellemine also get the treatment. Also extremely interesting is an article on Shanthic skills and structures, and one about Ramian social structure. Both are world building pieces that have gaming applications.

And there's more: new character occupations, new artwork, a spoof Jorune piece, a listing of Jorune online sites, and an adventure. The latter, entitled 'Slam Desti, Boy Yord' is set in Miedrinth (in the Sobayid) and is an investigative scenario. Plenty of small details make for insights into Jorune culture as well as adding to overall playability.

This is very highly recommended, but I do have a couple of worries. First, the Jorune review section is fine, but is there a conflict of interest here? "The Gire of Sillipus" isn't reviewed by Joe Coleman, but it is reviewed by a friend of his, so you'd hardly expect a pasting for the product. Joe put it together after all. In fairness this will always be a problem in specialist zines.

Secondly (as I've already opined in the letter col) I find the reliance on the net rather worrying. It is implicit throughout "Sholari" that the SoJ gaming community lives and breathes through the internet. Not true, at least in my case and for all the Jorune gamers I know. OK, this isn't particularly unique, but I still find it a bit galling. 'Snail-mail' doesn't quite cut it I guess. For those with the hardware it's great, so maybe I'm just jealous. To sum up, buy "Sholari" asap. Oh, and still subscribe to BF of course.



## LOST IN SPACE

### **A Guide to Jorune For New Players**

The following can be handed out when you need to start a campaign quickly; at your local games club when the AD&D GM is five minutes late (ha!) or when presenting Jorune sessions at conventions or to novice players who may be daunted by RPG 'rule' books. Alternatively go to the pub and replace all the fliers for "Big Jollie's Rave Night" with this. That'll teach 'em.

#### **ESSENTIAL HISTORY**

You live on Jorune, a planet colonised by humanity 3500 years ago. Unfortunately all contact with Earth was lost about 20 years after the first colony ships arrived. In Earth terms the year would be about 5700 AD, but that doesn't matter - you're stuck here.

#### **A BAD IDEA**

The original colony didn't land on an empty planet. Jorune already had at least half a dozen intelligent races (though none had developed space travel). The most powerful and most numerous - the Shanthas - willingly gave humanity some living room. But in the panic following the loss of Earth the colonists broke their treaties with the shanthas and expanded their territory. The Human-Shanthic War soon followed, resulting in the deaths of 99% of both species. They pummelled each other back into the Stone Age.

#### **SOME TIME LATER...**

After numerous false starts humanity is beginning to find its feet. Caches of Earth technology left by routed colonists are being found, a major war hasn't erupted in the last few decades, and disease is being brought under control. It is a new era for mankind and the other intelligent life on Jorune.

#### **THE PLANET**

Jorune is a 'blue' planet (ie. mostly covered by water) about the same size as Earth but with gravity a touch higher. Jorune circles a single sun with eight other planets in the solar system, and has seven

moons. In order of size they are: Desti (red), Du (amber), Shal (blue), Gobey (black), Launtra (green), Ebba (silver), and Tra (varies). The moons are important because they influence the flow of isho on Jorune.

#### **ISHO (ee-sho)**

The real distinguishing feature between Earth and Jorune is isho, the ambient energy that flows around and through everything on the planet. Isho emanates from Jorune's crystalline core, and is affected by the alignment of the moons, each of which has an isho type associated with it. Native Jorune life is eyeless, navigating via senses that allow them to 'see' the isho (a sort of 360 degree sonar, but I guess we could only replicate it with copious amounts of LSD!). Isho has slowly permeated the human form over the past three millennia, so humans have very limited control of isho flow. Isho can be freely manipulated by some races; these manipulations are called dyshas, and they pass for the 'magic' on Jorune.

#### **RACES**

There are three distinct ecologies at work on Jorune: Earth based life and variants, Shanthic and Jorune life, and a third group of life forms.

#### **Earth Based**

◆ Humanity is the most common, but there are three strains of humans. A Great Alignment of the moons 1,000 years ago caused genetic upheaval, giving rise to stillborns and mutants. Some gene pools

stayed pure, but two major variants survived: the muadra and the boccord.

◆ Muadra are smaller than pure strain humans and can use dyshas. Boccord are larger than human and are more finely attuned to the isho environment that pure strains.

◆ The Iscin Races are intelligent, genetically engineered, variants of Earth life. Originally created by the scientist Iscin (Iss-kin) in the aftermath of the colonists' destruction. In order of creation they are: blount (frogs), crugar (cougars), woffen (wolves), bronth (bears), and tologra (lions). Most are bipedal. All retain traces of their animalistic nature, but generally speaking the earlier Iscin races have more flaws.

#### **Shantha**

◆ The shanthas are the dominant native life form of Jorune. Tall, slender, and eyeless, shanthas communicate by speech, phonics, and colour. They are masters of isho manipulation. They are few in number and not particularly friendly to mankind (would you be?).

#### **Other Sentient Life**

◆ Thriddle are Jorune's language masters and teachers. Small, ungainly, and nervous.

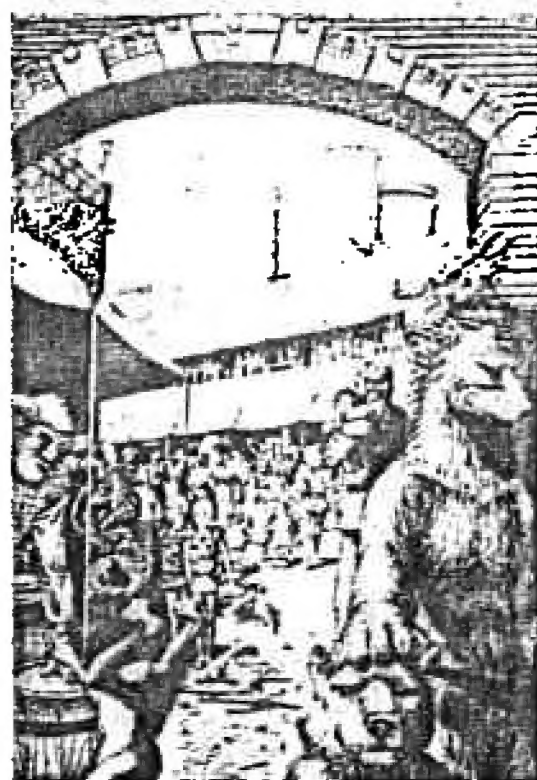
◆ Corastin are 10' tall, armoured, and touchy about manners. Jorune's labourers and bodyguards.

◆ Ramian are blue skinned warriors, with a bad attitude and a tough exo-skeleton. Luckily they don't live near human population centres.

◆ Thivin are smaller than man, horned, and excellent musicians. They are also Jorune's primary trading race.

◆ Cleash are insectoid and nasty. They eat their young. Enough said.

There are other intelligent races and mutations but these are the main ones.



ARDOTH MARKETPLACE

#### **BURDOTH**

Your home is Burdorth, the 'Realm of Man'. Burdorthian society is based on the Tauther/Drenn system. Simply put, a Burdorthian resident is not a full citizen until he has qualified for the position, at which point he is a 'Drenn'. Those seeking Drennship are Tauther, and the process is called Tothis. Drenn wield real power in Burdorth, which means they get to use technology recovered from the ruins of the original colony.

You are tauther, and wear a 'challisk' around your neck to indicate your status. A challisk is a piece of hull metal from a starship, and those wishing to endorse your tothis will engrave their names on it (with a laser torch, forgery is not possible).

Tauther can expect to achieve Drennship within three years of announcing tothis. The minimum time in tothis is 10 months.

Khodre Dhardrenn is Burdorth's 'king', a near absolute ruler with a touch of Alexander the Great in him. Currency is crystal based, from the crude 'bit' to the flaming starburst pattern of the 'gemstar'.



## **THE CITY OF ARDOTH**

The largest city on Jorune, about 70% human in a population of half a million. Ardoth is famous for its high winds, though as a rule the climate is closer to that of southern Europe or the Mediterranean. Ardoth is where most people register their tothis.

## **RELIGION**

There are few formal religions amongst the human races. Earth has achieved a mythical status, but most realise that the colonists were far from godly. The Iscin races revere their creator, but do not worship him. Many races do honour Earth on Day Terra, when they remember their lost home and give thanks for their new one.

Remnants and corruptions of old Earth religions can be found, as can other extreme religious sects, but these are few and far between.

The shanthas worship Jorune itself, and are organised into sects based around properties attributed to each of Jorune's moons. Maudra are often adherents of this Gaia-like religion, but they do not understand it all (even the thriddle have difficulty translating shanthic). Most Jorune inhabitants share a few beliefs of "Sho Caudal", as the religion is called.

## **COMMON ANIMALS**

◆ Thombo are the most common riding animal. They are skittish but reasonably fast and hardy. Thombo are bipedal and blind in the conventional sense.

◆ Bochigon are much larger, four legged, and can hit like a train. They are cantankerous but very loyal to their masters.

◆ Lothorn are heavy duty pack animals. They will not move if their vision or hearing are obscured.

◆ Talmaron are flying creatures that are hard to tame but are the best way to get across hostile terrain. Talmaron riders must be very skilled.

◆ Beagre are large vermin, vicious and persistent. Cats and dogs were altered by Iscin to live on Jorune but beagre have limited their numbers.

◆ Wolves and cougars have survived. Crugar will often control a cougar pack, while wolves are bigger and smarter than their Earth ancestors.

## **FOODSTUFFS**

Most Jorune plants and animals are barely digestible by humans, and some are poisonous. A large tuber like plant called durlig was developed to serve human nutritional needs. However, durlig is hard to farm (it takes a team of workers to pull one up) and is difficult to swallow. It has a consistency and taste not unlike a leather shoe.

## **LIMILATES**

Humans can ingest hile (a drug or 'limilate') to help them digest Jorune plants and animals. If you can find or afford them, limilates can be used to any number of things from healing to contraception.

## **CRYSTALS**

Where Jorune's crystal strata break the surface, isho laden crystals can be mined (a dangerous occupation). Different crystal types exist, the most common being amber; they ignite when activated, and are used much like matches on Jorune.

## **SKYREALMS**

Isho build-up beneath ground sometimes causes the land to break away and float upward. The land mass can be static or be borne away by the isho currents. These are SkyRealms, a distinctive feature of Jorune's topography.

## DESPERATELY SEEKING SEGMENTS

No, I'm not talking about Terry chocolate oranges. In the late 80s "White Wolf" magazine ran a feature called 'Segment Jorune', appearing at regular intervals between issues 8 and 34 inclusive. I never saw any of these because between 1987 and 1992 I was on sabbatical from the world as we know it; I was at university and abroad, just in case you thought I was referring to a prison term. In the last few weeks I've kindly been supplied with the articles from issues 12 and 34, and I've got a hankerin' for more. I'd actually like to reprint some of these pieces, but I've no idea what the situation is regarding copyrights.

Below is a list of all the Segment pieces and WW articles. If anyone has them - and has an opinion on them - please get in touch.

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## THEY SHOOT THOMBOS DON'T THEY?

### Customising the common thombo on Jorune

Blind, nervous, and cheap, the thombo has drawn the short straw in the Jorune ecology. New tauther are assumed to own one along with a paltry purse of gemlinks, thivin cut them up into steaks, and most people even neglect to give their's a name. I think it's time we put a little pep into the poor beast, as well as giving players a bit more to deal with than uprooting the nose-spike and riding off into the moonset. Below are ten suggestions for individualising a given thombo; roll 1d10 or choose one when deciding that a player isn't paying enough attention to his trusty steed.

#### 1. NAMED

"Only a social misfit would name a thombo" (3rd ed, p.174). Unless the thombo in question was bequeathed to the tauther by a well loved (and quite mad) relative. The character's thombo will have a name, perhaps even a collar to announce it to everyone, and will respond only to that name. The name could be anything, though the personal (Fluffy) or the presposterous (WarpCrusher) work best. The lucky owner will be the butt of many a joke, but any attempt to sell or give away the beast would be deeply frowned upon by the tauther's family.

#### 2. FOOLHARDY

Most thombo are skittish and easily panicked by unfamiliar sounds and smells. Not this baby. This thombo has an attitude, and wastes no time in showing it. The creature will go nose-to-nose with strangers, stable hands, and large humanoids, mooing loudly and hissing with a vengeance. Not unlike the fabled Terran Spitting Camel, the thombo will occasionally direct a globule of steaming mucus at the nearest bystander. This could land the owner in plenty of trouble. No-one will take this beast off the tauther's hands for any price.

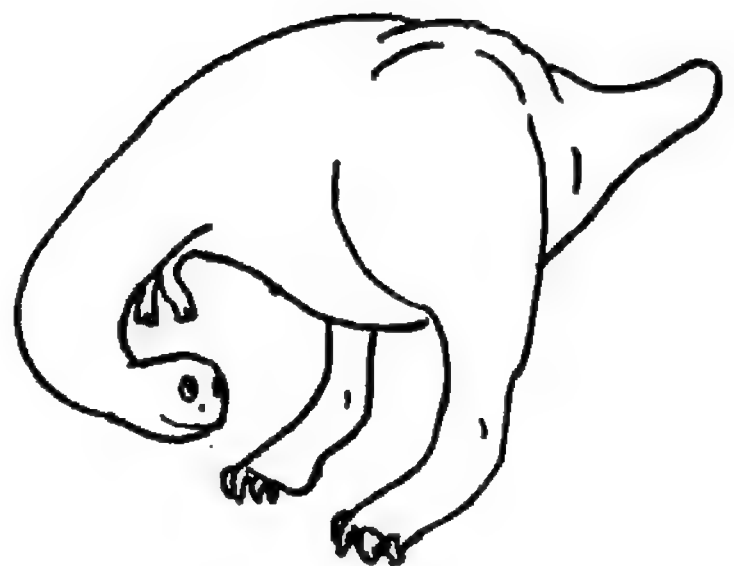
#### 3. INQUISITIVE

Not as anti-social as the foolhardy thombo, but with an equal capacity to cause mischief, this thombo will want to stop and examine just about anything that is new.

It's like the puppy on its first walk through the park - sniffing flowers, sticking its head into windows, and tugging at clothing with its small forepaws. It is not above unexpectedly licking people over the face (and that's a whole lotta tongue). The one advantage this thombo offers is that it is alert to unfamiliar signatures and smells.

#### 4. SMELLY

Most thombo have a certain mildewy odour, but this specimen takes the biscuit. It stinks. The owner will have to pay special attention to the cleanliness of the beast, its diet, and its stabling conditions. Oddly, the owner will find himself strangely endeared by the flatulent old bugger. Any tauther owning such a thombo will have good relations with the perfumeries in town, but had better not ride downwind of any crugar.





## 5. BROODY

The tauther's thombo is either lusting after a cow or it periodically comes into heat. Either situation is inconvenient for the owner, to say the least. The thombo will be alternately grouchy, excitable, and uncooperative, until its desires are satisfied. If the itch is finally scratched male thombo will be useless for 2d3 days, and females will become pregnant. Congratulations, you just got yourself a herd. If the tauther specifies a gelded thombo, discount this option.

## 6. LOYAL

The tauther's animal is a veritable Lassie of thombos. If left alone it will bleat for its owner, if tethered it will attempt to break its bonds and track its master, and if sold it will eventually return (distance is no barrier) to be rewarded by that universal paliative - a tickle behind the ears. There's nothing quite like attempting to clinch a tricky limilate deal when your thombo squeezes through the door and lays down by the fire. If its master is in serious trouble the thombo may charge in with a kick to the attacker (caution though, there's no such thing as a War Thombo).

## 7. TASTY

This fine beast is a chef's dream, with all the right proportions and meaty bits to grace the highest table. As a consequence the owner will be pestered by people wanting to purchase the thombo for slaughter, fantasising wildly about how lovely the decapitated head will look with a glazed Jaspian apple in its mouth. Thivin will conduct negotiations while sharpening twin cleavers, scraping one against the other. Merchants will involuntarily lick their lips while mentally garnishing the animal. The tauther will have to be careful that his thombo is not rustled from the stables. This option works best with a humane or vegetarian owner.

## 8. STUPID

No, *really* stupid. The thombo will refuse to move when told, bolt off backwards just when the rider wants to look dashing, bang its head on doorjams when attempting to pass through, run around in a circle before performing any other action, or just about anything else that is really dumb. If the tauther tries to sell the animal, have a maudra explain to the owner that the trassense of the poor thing is a bit squiffed, but that it is quite correctable; cue arduous trek to beaster in Doben-al/Khodre/Ros Crendor. After treatment the thombo will be cured, except for a tendency to turn around and stare at its owner for a few seconds after every command. If you didn't know better you'd think it was querying the rider's demands.

## 9. SMALL

The runt of the litter. Limp tail, gangly legs, and ribs showing through the hide (though it will have an enormous appetite). The rider will be a full foot or more lower than others, and those larger than human will look positively ridiculous. It cannot carry a heavy load. Despite this physical drawback the thombo is unusually quick, and can outspurt normal thombo over short distances. Its owner may be able to get a job as a scout or despatch rider.

## 10. MARKED

An easily identifiable thombo due to a dark patch around one eye, a striped tail, large feet, or some other physical anomaly. The owner must resist the urge to name the animal due to these features. Owning such a thombo is a double edged sword; people will remember the mount and rider, for good or ill. An uncouth thomboc may appear with a similarly marked herd and claim the tauther as a blood-brother, or accuse the owner of rustling his cattle (Well how many thombos with purple tails have *you* seen?) Combine this with a male broody thombo and you could also have an irate herds woman in tow.

## GENERATION X

### **Bringing Jorune character generation back into line**

One of the biggest changes brought to "SkyRealms of Jorune" by the 3rd edition was character generation, both in terms of game mechanics and Jorune concepts. Players now have the option of selecting from three types of human, three of the Iscin Races, and a variety of Joruni occupations. My (perhaps unpopular) opinion is that the 3rd edition character generation process has created a philosophical off-shoot of Jorune gaming and has veered "SkyRealms of Jorune" toward the power gamer.

#### **THE PHILOSOPHY OF "SKYREALMS OF JORUNE"**

Beginning characters in "SkyRealms of Jorune" - hereafter SoJ - couldn't have a simpler profile; they are ordinary non-citizens (toth) travelling to their realm's capital city to declare themselves citizens-elect (tauther) by undergoing a process (tothis) that will test their worthiness and patriotism. When these characters buy "The Tauther Guide" their in-game lives begin. As I read it, these characters are coming to the big city for the first time, probably a little bewildered and certainly unsure of what the whole process entails<sup>1</sup>. They are innocents abroad<sup>2</sup>, and as they discover the world around them so will the players. This is the classic starting point for a campaign and it works very well.

However, it is not particularly glamorous. Players might not like starting out as misinformed hicks, doing the Dick Whittington bit down to Ardoth Bay. This seems to be the inherent assumption of the 3rd ed, and marketing the game must be easier when there's all sorts of whacky stuff to include in the back-cover blurb. Extra races, more occupations, and easier characteristic rolls have the cumulative effect of pandering to the player, as if the designers are afraid that the basic premise is not enough to hold their interest. It's ironic - a cult game needs a larger audience to be economically viable, yet in attempting to broaden the appeal of the game the original concept is being eroded.

I've addressed some of the problems in the sections below, and before I get stoned to death by irate Jorunis let me say that this is my opinion based on the vision of Jorune that I feel most comfortable with. I'm not trying to make you agree with me, or to accept my rules changes (well, I suppose I am), but I would like to stimulate some debate.

#### **CHOOSING A RACE**

In all the following material I assume that PCs will be human, maudra, or boccord. I disagree with allowing the Iscin Races as player-characters, particularly to beginners. There is sufficient variety already without dangling extra carrots in front of players. SoJ has an inbuilt mechanism in the Drenn system to limit non-humans in a campaign (because they spend much longer in tothis) but it's not a particularly stringent drawback. While role playing is an interactive hobby, you do have to put your foot down sometimes. I remember horror stories

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<sup>1</sup> Those with Campaign:Ardoth will remember "Huedurt Williams' First Day in Ardoth".

<sup>2</sup> This is the concept as applied in "Innocents of Gauss", though the pre-generated characters were hopelessly out of their depth against the teeth and guns arrayed against them.

about *RuneQuest* games where playing a human was disdained, to say the least; why should you play a normal guy or gal when there are so many more tougher/stronger/weirder options available? Don't let SoJ get sucked into this trap.

If you must allow Iscin Races limit it to Woffen, who are at least culturally close enough to humanity to make playing them relatively easy. If a player has a Crugar and Bronth simply for the physical benefits of extra speed or strength then they are playing a non-human for the wrong reasons. A non-human should be played as such, with proper forethought. In this sense I agree with the *Traveller* theory that most players with non-human PCs are just playing humans in a furry suit. More than once we are told that an advantage of a certain PC type is that some feature or other is "really cool". This doesn't help. As an aside, note that the 3rd ed gives PC Crugar a +1 in Spot, yet the Sholari's section cites Crugar as poor at depth perception and possessing more or less black & white vision. +1Spot? I think not.

### GENERATING CHARACTERISTICS

The 3rd ed creates characters with abnormally high characteristics. The current system of rolling 4D6 for each characteristic, dropping the lowest number, arranging them as one wishes, and then allocating 1D3 bonus points creates high numbers for just about every characteristic. A 4D6 roll creates an average of about 14, then adding 1 or 2, plus racial modifiers, bumps this up. In the 2nd ed there were strict admonitions that characteristics should not be boosted beyond 15 with the bonus points, and that no characteristic could exceed 18. Neither of these are 3rd ed rules, in fact there is a section on special success rolls for characteristics above 20. The point allocation system (150 points between the 12 characteristics) produces much fairer characteristics as well, so it's odd that this method seems frowned upon. "You must have your Sholari's permission..."etc.

My recommendation would be that each characteristic be rolled on 3D6, then arranged to suit the player, but no bonuses are added. The human racial bonus of +2 to Social should be removed. Why should a human be regarded as +2Social to all and sundry? Most non-human races have uneasy truces with Burdoth, at best. Giving humanity a +2Social makes the game system as narcissistic as the Burdothians. In fact note that all the Social modifiers relate to the being in question operating within human society, so Muadra supposedly get a -2. Junk it. The +2Education is valid as humanity controls a lot of information. The Burdothians may not tell the populace the planet's true history, but they do make sure that it knows the three Rs. Keep careful watch on Education though, this is the characteristic that players like to have at high levels. Like the same stat in *Call of Cthulhu*, a player with his Education has significant advantages in initial skills.

### SKILLS

First, get rid of bonus skills for parental occupation. At one time my father was a lorry driver and my mother was a receptionist. Can I pilot an 18-wheeler? Can I operate a telephone switchboard? No, I can't. 3rd ed PCs can have the embarrassing situation of 'too many points, not enough skills' already, and this rule makes it worse. Only allow the 1D3 bonus skill ranks for writing a PC background if you really must. This rule is present to encourage beginners to put some effort in, but it's a basic requirement of any good player. Does anyone select the pre-generated PCs from the occupation examples? If so, let them keep the extra skill ranks just for the self restraint involved. You can get a much better PC with the standard rules.



## INTERACTION vs ETIQUETTE

I have a beef with this as well. I don't see why all PCs have all Interaction skills with all races. It doesn't make sense. What does your standard tauther know about Cleash interaction? Would he live more than 5 seconds in any situation where he was likely to see Cleash interacting with anything? The Cleash could be interacting with his head on a pole I suppose. A similar point can be made for certain non-violent races. There is no reason for PCs to know more than basic information about a given race and its customs, at least as far as interaction goes. As an exercise think about what you know about, say, Outer Mongolia; personally I associate Outer Mongolia with a region somewhere near China, I know its national sport is wrestling (I don't know how I know this), and the people there may have goats and hats that look like coconuts. I don't know what happened to Inner Mongolia. Now think of the average tauther's understanding of Voligire or Thantier. How good would you be at 'interacting' with a Mongolian goat herder (actual Mongolian goat herders can sit this question out)?

The +3/-3 rule for Interaction/Etiquette compounds this problem. Players will just take the +3 to Interactions and merrily plonk it on top of their abnormally high Social characteristic - remember that an average 3rd ed human PC will have Social 16 (14, +2 for race). Ah, but on Jorune interaction and etiquette are very important. The 2nd ed supplement actually makes a clear distinction between them:

Etiquette differs from Interaction in that Etiquette is used in situations where the correct actions are more formally complex (spoon on the right, thriddle are to be seated at the ends of tables etc.) (p11)

It's a cop out. How many players are bothered where they put the spoon? How many PCs even stipulate that they use utensils like cutlery at all? Etiquette by this definition is practically useless. Players will apply the +3 to Interaction and swan off with nice fat double figures in almost all Interactions.

Solution? Abolish Interactions altogether. Use Social amongst characters of the same race, but make any significant different race interactions governed by Etiquette; which will now cover base interactions at Familiar (like not mispronouncing the "Ch" sound in Chaun-Tse). You can leave important stuff like spoon placings until later. Much of Jorune's dynamism comes from the cultural differences between the various races - make the players feel part of it.

## OCCUPATIONAL CLASSES

Before I go on to question some of the occupations and their incongruity within the classic Jorune campaign, let me come back to the Education characteristic for a moment. I believe that the choice of occupation should reflect some relatively hard choices, ie. whether it's best to go for a low cost occupation and pick up a variety of extra skills, or to select a rigidly defined occupation with narrow (but high) skills and little freedom to choose extras. That's the way 'previous experience' should work; a 10 year commitment to formal training as a translator [costs 11 Edu] leaves less room for becoming a jack-of-all-trades than does a nomadic existence as a travelling merchant [costs 5]. If all PCs have Education at near maximum levels there will no such choices. In fact it's common for newly generated PCs to have enough Education to buy two occupations (which *should not* be allowed).

Those who remember the 2nd ed character generation process will recall that it was something of a mess. The 2nd ed supplement shed extra light on the situation by adding new rules here and there, clarifying some skills, and introducing the occupational classes. It's here that we first see occupations like githerin, Iscin, Burdothian soldier, and yord. The 3rd ed greatly expands on this tentative list, adding the whimsical shast (bartender) and the powerful sherja (gladiator), to name just two. Generally speaking these occupations serve two purposes, (i) to illustrate some facet of Jorune life and (ii) to give players a character template they can get to grips with in a short space of time.

The trouble is that some occupations fail to do the former while overdoing it on the latter. That is, some do not ring true as Joruni job descriptions. Think back to your first reading of the chapter and I think you'll see that the most eye catching occupations are the least satisfying in the long run. For example, is the Gloundan Shadow Warrior really anything more than a glorified arboreal ninja? If not, why not? The occupation is a better marketing device than it is a Joruni institution. It looks grafted on. Occupations like the sherja and condrij also alter the basic concept of Jorune gaming, in that these characters would probably find "The Tauther Guide" rather patronising. Unlike the everyday inhabitant of Burdoth these people will have seen something of the world. For them, buying the guide is like me picking up the latest training scheme propaganda from the Department of Employment - it is written by my government ostensibly to help me advance in life, but it's bullshit.

This problem is not exclusively a 3rd ed one. For example, the Outdoor Iscin can easily acquire Rank 20 with basic Flora and Fauna Recognition; at those skill levels you might as well hand the Sholari's section of the rulebook to the player. S/he is well beyond the summary of beasts in "The Tauther Guide". I'm not saying that these occupations have no place in the game at all<sup>3</sup>, I'm questioning whether they are suitable as beginning characters for new players. It's claimed that Iscin rarely attempt Drennship, so why are they in there?

This shows up again when you combine the more macho occupations (and there are five different types of 'fighting man') with the character background hints. The phrase "You once saw a Cleash and ran away" or "...you came across an incupod path... You never told anyone about it" seems absurd when the player has just rolled up a hardened pit fighter from the mean streets of Auklin. Creating a history for a new PC is based on the old model, the newcomer-in-town, even if a few of the suggestions are rather banal; character generation by the rules has moved into the flash 'n dash of muscle bound warriors and whistling ninjas.

## CONCLUSION

Character generation needs a serious rethink. Chapter 2 of the 3rd ed is a jumble of different ideas. Cut back the generosity of characteristics and skills, reconsider the role of non-human PCs, and take a hard look at the occupations. Decide on what sort of characters fit the campaign you want to run. There are two kinds of PC: those that belong to the "impoverished peoples of Jorune" (3rd ed. p.81) striving to better their lot on a hostile world, and those that are worldly-wise veterans, who have already lived a little. There is nothing inherently wrong with playing the latter group (it may suit experienced gamers starting a new campaign), but they will have an outlook on life that isn't reflected in "The Tauther Guide". That should be accounted for, and the fact that it isn't leads to confusion about the role of PCs on Jorune.

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<sup>3</sup> They should be modified, only allowed to experienced players, or reserved as NPCs.

## **THE POLITICS OF BURDOTH, Part II: KLADES**

In Part One we discussed the ideology and ramifications of the Drenn system. Now it's time to turn our attention toward an older institution, the klades.

### **WHAT WE KNOW**

Frankly, there's not a lot to go on, at least not in terms of hard fact. We can piece together something about the nature of klades from various pointers and hints, but practically nothing about their structure or how they operate. The lack of information seems baffling, especially as "[t]he real power in Ardoth is controlled by the klades, the chell, Khodre, Khodre's relatives, and a few other...influential families."<sup>1</sup> Not only that but the klades are also a "...major social institution."<sup>2</sup> Klades are variously defined as communal child rearing groups, trades unions, or guilds. They provide "schooling [and] training"<sup>3</sup> for klades members and 'associate' members, have apprenticeship programmes, and issue authorization to trade in their areas of jurisdiction. In some areas the klades clash with the municipal authorities, and in some they *are* the municipal authorities.

### **HISTORY OF THE KLADES**

It's been said that "Klades were entirely a development of the [Gauss] valley,"<sup>4</sup> but we don't explicitly know why this should be. Again, it's a matter of reading between the lines. One possibility is that with Paul Gauss' discovery of durlig in the valley, humans were able to end their migratory existence and settle down. This would necessitate some form of government, perhaps rising organically, from the association of these hunter-gatherers. The result could have been embryonic klades. We do know that a "town grew out of the durlig fields that Gauss planted."<sup>5</sup> But, the klades were originally child rearing groups and not necessarily the collection of wage earners and producers that would typify a klade centuries later. It's not clear why the Gauss Valley should have altruistic child-rearers not found elsewhere or why so many infants should survive while their parents perished, thus creating the imbalance of children and adults that would force small groups of parents to nurture many children. Healthier adults would naturally result in something of a population explosion, but there's no reason to think that this would get completely out of control.

Maybe the proliferation of Dhar Corondon at that early stage wiped out many adults. Certainly the early Gauss settlers did not have access to Earth-tec, and desperate hunting parties would have been no match for the beasts. Neither could they hide from them in the conventional sense, as the Corondon's tra-sense would sniff them out. Perhaps a particularly virulent plague, only effecting adults, swept the valley. It seems unlikely, but we do know that the human population has waxed and waned over the millennia due to fatal epidemics.

This article isn't intended to answer these historical questions, but to deal with klades as they are now, and the role they play in Burdothian society. Since most players are likely to be tauther I'll keep the discussion tied to Ardoth's social system where possible. A larger piece about klades all over Burdoth is beyond my current scope; as we'll see klades vary enormously, and an in depth look at Gauss would be a whole new article. Gauss does have a role here though, as I believe that city is controlled by 'democratic' klade-government, while Ardoth is ruled by the Dharsage appointed chell. Additionally,

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<sup>1</sup> Companion Jorune: Burdoth, p. 6.

<sup>2</sup> The Sobayid Atlas, p. 8. The single most informative material on klades is the page 8 sidebar.

<sup>3</sup> *ibid.*

<sup>4</sup> Companion Jorune: Burdoth, p. 22-24.

<sup>5</sup> Companion Jorune: Burdoth, p. 22.



klades in the Gauss valley are not under the same pressures as those in Ardoth. Gauss is more of a closed market, while Ardoth's klades are in fierce competition with foreign importers.

### **SOME CONTENTIOUS ISSUES**

I'd like to get a few things cleared away before we go on to look at the way klades might function. It's been noted that "growing up in a klade is not much different from growing up in a nuclear family"<sup>6</sup>; I fundamentally disagree with this statement. Growing up in a commune of many siblings with a group-centred education would be significantly different from a standard two parent upbringing. I'd recommend Gene Wolfe's 'Shadow of the Torturer' for an example of what a science-fantasy guild would do to the world view of an orphan raised within it. Everything the child thinks will be coloured by the education it has received from the klade fathers and mothers, the whole world view of these children is easily shaped (and perhaps manipulated). There are modern day bodies that could be pale reflections of the klades in this sense: British public schools, certain Roman Catholic orders, and even the Michigan Militia and related groups. The psychological strain on klade children could be significant, depending on how well they accept the 'tribal' identity of the group.

There is a further aspect of klades that I find hard to believe,

Children raised in klades will learn proficiency at whatever the klade is associated with. At the age of 20, they are free to remain with the klade or choose another.<sup>7</sup>

I cannot see a klade allowing their 20 year investment in a member walking away without so much as a by-your-leave. At the least the klade would probably ask for some sort of monetary compensation for losing the worker. The individual would have to 'buy out' his commitment to the klade, who has fed, clothed, housed, and educated him throughout his life. This is probably beyond the means of the klade member. On the other hand, it may be unlikely that any given member will want to leave the security of the klade. The community is the only one they will have known, and the prospect of life outside it may be too frightening. One should not underestimate the invisible ties that bind.

It may be that the klade gives the dissenting member a stark choice: leave if you wish, but never come back. This is in effect a form of exile.<sup>8</sup> This strong disincentive has a very practical side; any given klade will not want its trade secrets openly bandied about, or taken to a rival group. The exile of a lapsed member could be a very real geographical one. Some klades would not even allow this concession. The most obvious example is the Fusheen Klade - they don't train assassins and then let them freelance themselves to all and sundry. Bladesmiths would be another example of secretive klades. It needn't be so serious an occupation though. A significant fracas would result if the Shelpedy Klade got into a war with the Oriem Klade. Both make candies and sweetmeats, neither wants its secret recipes known to the other.<sup>9</sup> This is one reason why the 'tricks of the trade' will not be taught to associate members (in essence, the non-boarders). Knowledge is power after all, and from musicians to hired killers no-one gives away the secret techniques of the klade.

### **A WORD ABOUT NON-HUMANS**

The klades are not as discriminatory as the Drenn system, but there are certain considerations. Muadra children are never raised in mixed klades, and never by parents other than maudra. Obviously the Gendil Klade (caji orb weavers) is a muadra community, but this also means that no muadra are

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<sup>6</sup> 2nd edition Players Book, p. 49.

<sup>7</sup> *ibid.*

<sup>8</sup> A similar choice was available to orphans brought up within Shaker communities, who at the age of 21 could either embrace the faith or leave, never to return. All links were severed irrevocably.

<sup>9</sup> Witness the economic warfare between Coke and Pepsi for a modern equivalent.

present in the largest non-specialised klades in Burdoth. Characteristics of some non-humans would preclude them working in certain trades. A woffen, for example, would be a liability around a loom when it was the moulting season. In this case a racial propensity means that woffen would however occupy many shast posts in Burdoth. Some klades in Burdoth are almost exclusively non-human: for example, the Aggum Klade (Bronth tarro trainers), the Olillion Klade (Thivin animal breeders, mostly thombo and grint), and the To Ween Klade (Thriddle farmers). The To Ween shows that the basic unit of the lerrin (farm), run by one family or a small group of families, is almost a klade-in-waiting.

### THE BASIC PRINCIPLE OF KLADES

I define a modern klade as a continuous association of producers, who maintain the right to control production, practice a level of self government, and have industrial autonomy. Some klades may retain customs and rituals that have their roots in the earliest klades: solemn vows, oath taking, and the mingling of blood, for example. These artificial families were originally created with non-commercial aims, but klades have become a sort of aristocracy of labour. They still have significant civic spirit, but now also have economic and political aims. Klades will have the greatest power where central government is weak, where the State is remote geographically or financially. Thus the Gauss klades essentially run the Gauss Valley, while the Ardothian klades are continually set against the Dharsage, the chell, and the growing merchant class in Ardoth.

### SIMPLE AND COMPLEX KLADES

The simple klade is one which practices one trade, and is run by a basic hierarchy often comprised of just one leader. The communal lerrin is thus a close model of the simple klade. A simple klade is unlikely to have any political power, and is almost exclusively a local organisation. By that I mean that a simple klade is unlikely to have many connections with other larger klades, with the municipal authority, or with the national State.

The complex klade is likely to be made up of more than one klade, making it a kind of federation or union of unions. These klades may be mutually supportive, but are not necessarily so. An example of a supportive complex klade is the Bohod Klades, which comprises the Barrij (rope and net makers), the Bohod (weavers in silk sails), the Shelt (sail makers) and the Yampher (sail menders). Note that the winemaking Shoukt are in the Bohod Klades, showing that diversity still exists in this complex klade centred around the ship building industry. Complex klades may be grouped together by virtue of coming from the same area, for example the Gauss Valley Associates<sup>10</sup>.

There is likely to be more power politics within a complex klade, and more antagonism between rival complex klades. For example, the Pesade Klades and Lorgin Klades are at each others' throats in Ardoth. A complex klade is also likely to have its own support staff, such as cashiers, book keepers, porters, brokers, carriers, agents, and messengers. These careers are the ones that may be offered to associate members, leaving the family secrets in the hands of a select inner circle.

### STRUCTURE OF KLADES

We know that klades operate apprenticeship programmes, so it's logical to assume that these apprentices have tutors or masters. But, the day to day work of the klade continues. Thus there is a producing class, which we'll refer to as the journeymen<sup>11</sup>. These are the artisans of the klade, and occasionally the agents of the klade. It is these journeymen who have most contact with outsiders, wearing and displaying the klade patch<sup>12</sup> in dealings with the general public. Note that I'm assuming that all three classes are life-long members, probably schooled in klade matters from as early as 4 or

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<sup>10</sup> I seem to remember reading that the Lorgin klades originated in Thantier, but I'll be buggered if I can find the reference.

<sup>11</sup> I can't hide the connection between basic klade organisation and that of our guilds in the middle ages. I admit it, a lot of my research was in this area.

<sup>12</sup> See the Sobayid Atlas, p. 8.

5 years old. Outsiders can buy an education for their children, but this will vary enormously from klade to klade. Again we have a divide between the 'front' of the klade and its inner mysteries.

There can be tensions between the classes, with apprentices lowering costs for the klade and thus suffering some jealousy from the journeymen, and the masters keeping their own numbers low (or attempting to restrict mastership along hereditary lines). In fact klade organisation could lend itself to oligarchy, and certainly an almost continual in-fighting between competing power blocs in complex klades. This does not mean, however, that they will crumble due to internal strife. Klades will unite against a common enemy and are still pledged to defend common interests.

There will be gradations of apprentice, journeyman, and even masters of course. These will vary from klade to klade, but in general administrators and officers are usually elected or chosen for fixed terms, often of one or two years. The method of selection will reflect the diversity of klade organisation, but examples might be secret ballot, straight appointment, formal examination, or random selection. The Shencle Klade avoids corruption by having a small child draw the names of that year's supervising officers from a padlocked case (the child itself selected randomly from the assembled masses on election day). Traditionally the highest office in the klade is Klade Father or Klade Mother. Though this refers to the ancient role of overseeing child rearing, it is more likely in present day Ardoth that these people are on a par with influential kesht, rich families, and powerful generals.

Large, complex, klades will be essentially autonomous. Note that in Burdoth only drenn are allowed to hold land. I can't see how this holds up in relation to the ancient klades (more on this later). A klade established centuries ago will have its own land, money, contracts, and legal precedent. In fact Ardoth's Klade Bay has just that, each klade making laws as part of a kimmit and larger kim. Quite literally the Klade Bay is a law unto itself. Within the limits of its jurisdiction the Klade Bay is self governing, and it can probably make its power felt beyond the capital.

#### **AIMS AND METHODS OF KLADES**

The aims of klades are threefold: economic, social & moral, and political. The latter aim is dealt with in the section below. Economically they are concerned with the organisation of the defence of their trade, with the welfare and honour of their craft. A klade will seek to be in almost total control of the production and sale of its goods<sup>13</sup>. This forms a kind of official guarantee to the consumer. A whole list of regulations and statutes will probably cover trademarks, where the product was made, what price should be charged for it, how it should be sold, and what system of weights and measures should be used. Sanctions on transgressors are strict, and may include banishment. Note that there is a strong desire to reduce competition, and to ban outside influence. The more parochial klades will seek to ruin or drive out freelancers. Ardoth's Lorgin Klades are known for this kind of abusive behaviour. This approach can also stifle creativity and hinder genuine progress, for example the Kindrich Klade (armourers) would probably try to suppress a rival's attempts to re-design or improve basic armouring, if in so doing the vested interests of the Kindrich would be harmed.

Socially and morally the klade motto is solidarity. They give each other mutual support in the form of collective bargaining. Many klades retain the ethic that led to the formation of klades and take in orphans from war or disaster. Of course this gives them a continual supply of apprentices. But, the klade also looks after its own when there is no financial incentive to do so. When members become sick or elderly, when they are bereaved or suffer grievous loss through natural disaster, the klade will be there to support them.

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<sup>13</sup> Hence accusations of price fixing from independent merchants and thivin.



## **KLADES AND THE BURDOTHIAN STATE**

We must remember the relatively small place which organised industry occupies in Burdoth. Indeed, "[m]ost of the Burdothian economy is based on agriculture."<sup>14</sup> Once the needs of subsistence are fulfilled Burdoth's imports/exports seem to be raw products or easily transportable luxuries. With durlig being increasingly harvested by aerator, klades like the Liggne will be hard pressed to compete. In fact this is a direct clash between the Dharsage earth-tec arsenal and an independent klade. This must be touchy<sup>15</sup>. In fact, "Both offices [the Dharsage and chell] have attempted to subdue klade efforts to expand economically"<sup>16</sup>. The State rarely pokes its nose into economic affairs, unless it is for its own financial gain, and some klades will possess wealth the Dharsage would rather have for himself. However, the Dharsage is likely to be more careful around the Gauss klades.

Back to the metropolis, and note that it is the Dharsage and chell who issue permits and licences throughout Ardoth. They must tread a fine line here between discrimination and acting in the public interest. Going back to the statement that rich families control a lot of power in Ardoth, this could indicate that patronage is shifting away from the klades and toward individual favourites. If the most prized contracts and licences go to the politically well connected, the rug is being partly pulled from under the feet of the klades. However, the Dharsage still relies on certain klades for indispensable services, the most obvious being weapons' manufacture; foreign nations are unlikely to trade in the tools of warfare with the acquisitive and expansionist Burdothian State.

The larger klades realise that political rights are a means of defending economic interest, and they will attempt to guide public affairs to their advantage. As a political entity the klade is almost a mini-republic, and its members receive their civic education (and propaganda) from the klade elders. As previously mentioned, the general political influence of a klade will depend on the area in which they exist, and also the type of trade they practise. As the Dharsage attempts to carve out a coherent national economic policy, the klades will be in danger of losing their grip on political power. The more regulations the Dharsage - via the chell - can impose on them, the easier it is to control and limit their influence.

Klades will by nature be xenophobic, but the reason is economic as well as cultural. The importation of foreign workers and foreign goods can have significant impact on the klade business. Migrant workers often undercut nationals, and the quality of work cannot be guaranteed. In attempting to establish friendly relations with Jasp, Sychill, et al, the Dharsage risks the ire of Burdoth's own native producers. The growing importance and wealth of merchants also impacts on the klades, as the wealth shifts to the traders and brokers, klades will lose some of their status.

There are some other thorny issues, such as the Dharsage's rights of taxation, road and river tolls, and the necessity of klade involvement in the building of militias. As the influential families show, the aristocracy of money naturally succeeds to an aristocracy of birth; the rise of Dharsage favoured entrepreneurs (and their entourages) threatens the klades<sup>17</sup>. In some quarters the producing klades are being dismissively referred to as "blue-nails". The rich young bloods can't take the power away altogether though, and there are other factors to consider in determining the status of a given klade. The more honourable, lucrative, or ancient the klade, the more firmly it will be entrenched in the political and/or economic life of the realm.

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<sup>14</sup> Companion Jorune: Burdoth, p. 5.

<sup>15</sup> Significantly, only three responsibilities are explicitly shared by the Offices of the Dharsage and the Offices of the Chell - Cletch (taxation), Appointments (patronage) and Klade Relations.

<sup>16</sup> Companion Jorune: Ardoth, p. 26.

<sup>17</sup> On balance they can also pain the Dharsage, for example the DharWhin family - albeit South Khodren immigrants - are establishing their own political network in the capital.

## **KLADES AND THE DRENN SYSTEM**

This deserves a separate mention, as the drenn system helps to put the klades in their place. By standardising the social structure of Burdoth and enforcing those social relations, the klades are being frozen out. The larger and older the klade, the truer this will be<sup>18</sup>. The klades themselves receive short shrift from the Tauther Guide<sup>19</sup>. In essence the drenn system asks the klades to qualify for privileges that they already possess. The klades have a natural tendency to close ranks, but they must have links with each other, with the chell, and with the wider national State. The tauther/drenn system does not accommodate them or encourage them to do so.

## **SOME CONCLUSIONS : MERITS AND DEFECTS OF KLADES, THE FUTURE OF KLADES**

At their best the klades provide an invaluable service to the consumer. They guard against adulteration, falsification, or dishonesty. Klades stamp goods with a character of finish, solidity, and relative perfection. Honourable klades will keep the profit margin within reasonable limits. The simple klades only deal in small quantities, restricting clientele to a local market. The chance of being ruined or of making a fortune is limited. Their members are safe in a sometimes uncertain environment. The klade is a refuge against trouble, illness and old age. It can be a great family and a self-contained city, the spirit of which can contain a fine sense of honour. The larger klades have provided precursive methods of banking, maritime law, and the art of production on a large scale.

On the downside, an instrument of defence for those who are within easily degenerates into one of tyranny for those who are without. The ardent civic spirit can be transformed into an exclusive corporate one. The klades can stifle growth, and behave like some kind of demented mafia if things don't go their way. The danger is always that self interest will overtake group solidarity and equality. Clashes with the municipal authorities and inter-klade squabbling detract from the communal or harmonious aspects of klade life.

The klades must rise to the challenge that the tauther/drenn system represents. Anti-klade measures are in effect and this is one of them. I can't quite see how the Gauss Valley embraces the drenn system, at least not in its current form. We're told that the "...integration of cultures has existed almost as long as trade between the two cities<sup>20</sup>." I assume that this refers to the concept of drenn as honoured citizens, rather than militaristic Dharsage lackeys. The klades will need to find some way around it, or they'll have to cave in and take part in the drenn system. I can't see that happening, and the Klade Bay must be a royal pain in the butt to Khodre Dhardrenn. The further one goes from Ardoth the more powerful the klades will be. In Gauss and the Sobayid they should have significant - if not outright - control of some population centres.

Finally, one must bear in mind the rich diversity of klades. Simple basket weavers, skilled carpenters, a secretive order of assassins - all can come under the klade umbrella.

**Author's Notes:** That concludes Part II, I hope you're as exhausted as I am! With any luck this will stir some more debate. I didn't really think that klades had got the coverage or credit they deserved. I don't believe the klades are full of happy little shopkeepers, placidly watching the Dharsage change the face of their country. Hell no. Part III will deal with the Dharsage, the Chell, and maybe all those black hearted courtiers at the Dharsage Palace.

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<sup>18</sup> Those from simple, less secretive, or poorer klades will find it easier to mesh with the tauther/drenn system. Powerful klades don't have much to gain - they already own the land, they already serve on the kims. I suspect that the 2nd edition maxim that klade members could leave at age 20 was so that PCs could be ex-klade members.

<sup>19</sup> See "Eebo Leem's Annual Address" in this issue.

<sup>20</sup> Companion Jorune: Burdoth, p. 24.

## EEBO LEEM'S ANNUAL ADDRESS

**Being a selection of points raised by the venerable Eebo Leem, master hairdresser and honoured member of the Ubrissa Klade, on the occasion of the Journeymen's Annual Dinner. Transcribed by Lem Dillion, entris-for-hire, in the year 3491 Post-Colony.**

"Friends, first let me draw your attention to the disgraceful manner in which we are portrayed in the Tauther Guide - yet again! I quote from this year's edition, as endorsed by that thombo's ass, Chell Rhan Trohan

Enter the Klade Bay at your own risk. There are members of the githerin klades that think nothing of emptying the pockets of trespassers that look like easy targets.

You will find the offending remarks on page 31 my friends, though whatever you do don't buy a copy of this Sagist propoganda. I suppose it is better than the entry we got in '79, when the elder amongst you will remember "Enter not the Klade Bay, lest you be strangled, hidden up a chimney, and taken down once a year to be used as a hat stand on Day Terra."

That is the sum total of the information about our noble associations to be found in the whole of the Tauther Guide. I took it upon myself to seek out Drenn Appolinario Vivit - the supposed author of the piece - but was informed by his servant that the master of the house had decided, on a whim, to visit his sister in the Essanja. I had missed him by a matter of minutes, no doubt leaving by the back door. Let me tell you friends, Drenn Vivit will not be in our Scented House for a shave and nostril trim, if he values his life or his moustache. The Essanja! By my silky beard!

We have registered our complaints with the Office of Klade Relations - both of them - and petitioned our contacts in the Palace to get an amendment to the offending article. We of the Ubrissa will do our utmost to see justice served, though our influence has admittedly waned since the wives of the well-to-do were seduced from our service by the harlots from the Sobayid. May their crimpers be as crooked as the Chell's own mouth! Ah, but those are

ugly thoughts, and like the royal sisters such ugliness is best left undisturbed.

When will the Palace accept the benevolent nature of the Klade Bay? Our community work, the soup kitchens, the orphanages? Our self restraint in keeping a straight face when the Dharsage's son speaks in that squeaky voice of his? When the Palace's own machines spluttered and died on the plains, was it not the klades that came forth to feed the city? Aye, it was, and afterward our rate of interest on the loan was right and reasonable.

The thanks we get is to be accused of base thievery. The only thieves I know are the Drenn with their smiles like Ramian invaders - implacable! arrogant! bloody tax collectors! May their loins be cursed by the grunder rash, and thricefold. It is also an insult to the githerin klades I might add, who are committing no more street crime while we have contracted them to pelt the house of Rhan Trohan with all manner of refuse.

I have yet to touch upon our suffering at the hands of the yords, especially those we haven't paid off. Remember Topol Oriem? Hauled off and thrown into the herris for an accident that began with a cream pie leaving his hand and ending with said pie alighting on the head of a Red Cape. "And what will the charge be this time," I asked the ruffians, "assault with a breadly weapon?" Topol put a brave face on it, and cheered us up in the herris by whistling melodies learned in the Glounda.

Ah, the Sub Clock-Keeper to the Banquet signals that my time is drawing to an end. It is either that or he has swallowed a whole biffid fish and is thrashing around in some discomfort. So, let us raise our cups in a toast:

"May the money ever flow, may the coffers ever fill, may the winds be kind, and the taxman behind, and the Ubrissa triumphant again." Gauss bless you all, goodnight.



## NEW OCCUPATIONS

Matthew Pook presents two new occupations for Jorune characters: the yordeh (lawyer) and the mayoois (gambler). Format is as per 3rd ed, with brief character narrative.

### YORDEH

COST: 12

Min Education	14
Min Learn	13
Min Social	13
Min Spot	13
Min Listen	12
Extra Skill Points	+2
Extra Char. Points	+0



Yordeh gain the following skills:

- ◆ Bargain at Familiar
- ◆ Bureaucracy at Familiar
- ◆ Current Events at Familiar
- ◆ Getting Around at Familiar
- ◆ Human Interaction at Familiar
- ◆ Information Search at Familiar
- ◆ Law at Experienced
- ◆ Oration at Familiar
- ◆ Sword at Familiar
- ◆ Writing at Seasoned

Choose one, roll 1D6, 6 = choose another

- ◆ Bribe at Familiar
- ◆ City Lore at Familiar
- ◆ Contacts at Familiar
- ◆ Fast Talk at Familiar
- ◆ Search at Familiar
- ◆ Underground Information at Familiar

Once the yords have arrested a diyorda the case is brought before a yordeh. One yordeh will usually be assigned to serve and work with the Chell and kims of most towns and cities in Burdoth. Their job is not only to prosecute criminal cases, but also to advise the town, its administration, and its population on the finer points of the Ardothian Legal Code. Sometimes they will settle smaller cases and disputes. It takes several years to train as a yordeh and all who do with serve time with the yords to gain practical experience of enforcing the law. Being a yordeh is seen as an honourable profession, especially by Bronth who, along with humans, make up most of the yordeh.

*"Temuel Issar packed away the last of his papers. It was his last day in Elds after two years working for the Chell's Office. He had helped settle many cases and disputes and it had been a rewarding experience. Tomorrow, his internship over, he would travel to Ardoth to receive his diploma of Advocacy and to become a tauther. Being a yordeh had honour, but a yordeh who was also Drenn would command even more respect."*

**MAYOOIS**

**COST: 9**

Min Social	12
Min Agility	12
Min Spot	13
Extra Skill Points	+2
Extra Char. Points	+1



Mayoois gain the following skills:

- ♦ Arithmetic at Familiar
- ♦ Defend w/o Weapon at Familiar
- ♦ Drinking at Familiar
- ♦ Fast Talk at Familiar
- ♦ Fist at Familiar
- ♦ Gaming at Experienced
- ♦ Knife at Familiar
- ♦ Human Interaction at +2
- ♦ Prestidigitation at Familiar
- ♦ Thivin Etiquette at Familiar
- ♦ Woffen Etiquette at Familiar
- ♦ Woffen Language at Familiar

Choose one, roll 1D6, 6 = choose another

- ♦ Bribery at Familiar
- ♦ Contacts at Familiar
- ♦ Current Events at Familiar
- ♦ Getting Around at Familiar
- ♦ Pick Pockets at Familiar
- ♦ Shenter Lore at Familiar
- ♦ Sword at Familiar
- ♦ Story Telling at Familiar
- ♦ Underground Information at Familiar

The mayoois is a familiar figure in most incleps, illidges, and shenters. They earn their living entertaining and gambling with the evening's patrons. Often they will need the permission of the shast to do this, who will take a cut of the night's winnings. A good mayoois will rarely stay in one place for long as the establishment may lose custom. The best mayoois will often have been taught by a master of the game, woffen for shambo and thivin for mayoo.

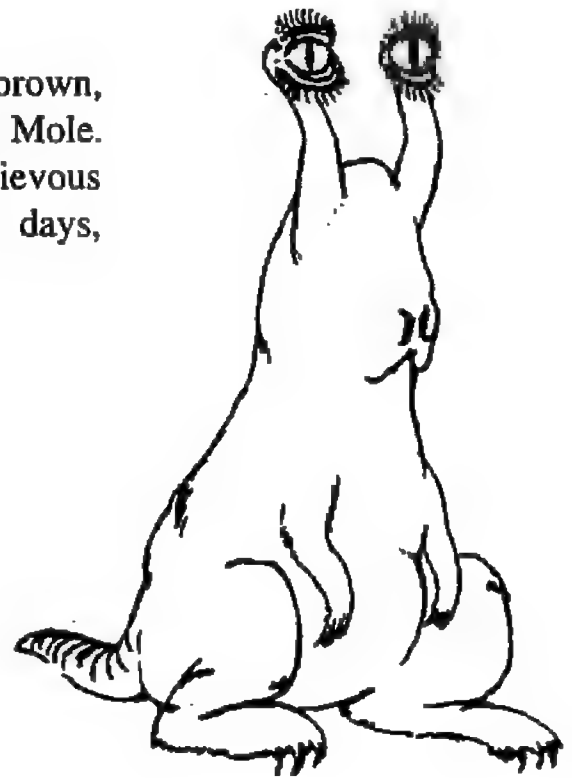
*"Enough was enough. Cesar Vocedrith stepped out into the morning sunshine, still nursing a sore head from the night before. The mayoo game had been going well until some toth had accused him of cheating and would not back down. The brawl that followed had brought the yords down on the inclep and meant a night in the herris for Cesar, if only to protect his own neck. Perhaps he should become Drenn, nobody would accuse him of cheating then."*

# The Country Diary of a Mearden Lady

(being the observations of the Yorkni Iscin Laynara Elayne on the flora and fauna of the Tahs plains during her sojourn in Meard, Simbi and Vamdrey)

## The Tahsian False Thriddle

Thriddle, of course, insist that it looks nothing like a thriddle. This brown, thriddle-sized creature is a hopping herbivore related to the Andro's Mole. It eats keether, and is frequently lured into muad villages by mischievous non-muads dangling keether on the end of a string. In olden days, Mearden muads were lashed to False Thriddle in isho storms.

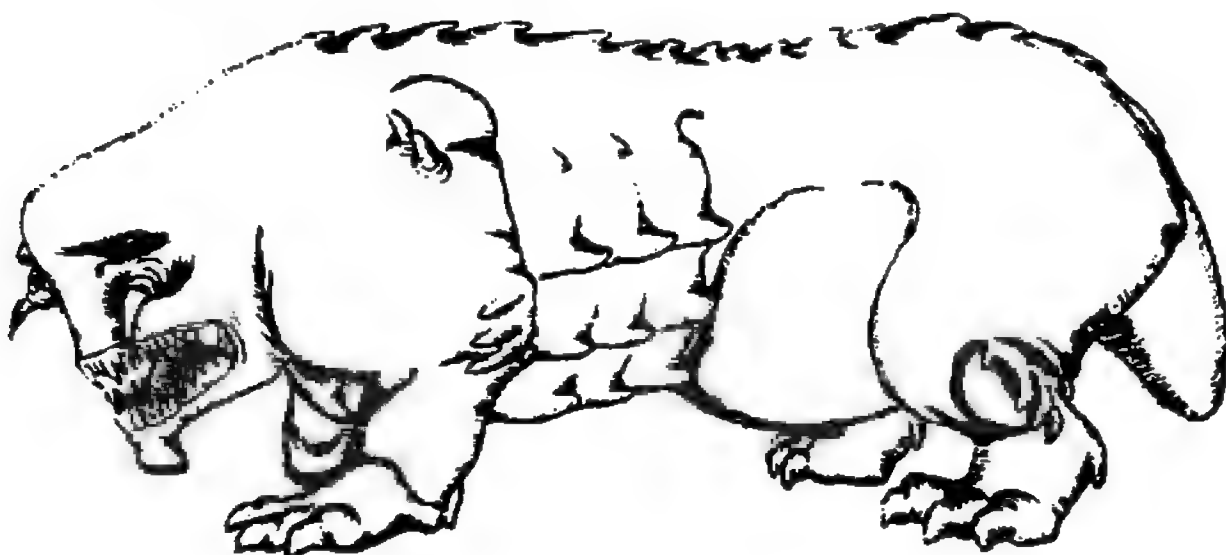


## The Tahsian Fandancer

Related to the beagre, this larger cousin is just as blind and twice as nasty. The height of a man, it finds its way by smell and sonar. Since its sensitive olfactory organs are mounted on the end of its nose, giving it a good bash on the nose is often the only way to get it to go away.

## The Gourmand

A blue-skinned, ramian-descended beast, a giant form of creatures originally transported to Jorune on board Lamorri starships as pets. Once on Jorune, they became highly effective predators of the native Jorune life which has little or no defence against them. Known to shanthas as the "Gliding Iceberg" (Ash Teshen), a shanthic term for a large, dead, dangerous thing one only sees when it is too late. Like ramian, Gourmands possess no isho and are virtually invisible to Jorune life, although Terran life finds it ridiculously easy to avoid them (frighteningly large and ornery though they may be). The giant form of the Gourmand species was discovered on the island of Sood by Dowsenian sailors in 3007, and has subsequently spread to the hills and mountains of Heridoth.



Dominic Green



## **BUTCHER, BAKER, RAW CRYSTAL SHAPER**

**Presenting a system for populating towns and cities with suitable businesses. Not at all inspired by Chaosium's 'Thieves World', oh deary me no.**

OK, it's basically their business generator with extra bits culled from Joruni occupations and encounter tables. So sue me (just kidding..). The tables should enable you to populate smaller cities in a relatively short space of time. In fact they work best in settlements of 20,000 to 40,000 rather than the huge metropolises; the Sobayid region is a good example, and these tables can be used to fill in the blanks on the maps contained in the Sobayid Atlas.

Although it's a little artificial, the layout of a standard town has been broken down into Upper Class, Middle Class, Lower Class, Bazaar, and Recreation. Use discretion for overlapping neighbourhoods and unique features. Each city will be a little different in regard to centres of industry, pub crawls, tourist attractions, or whatever. Note that klades may well have their own area of town, in which case use the klade occupations listed on p. 122 of the 3rd edition rules or simply note a given borough as klade controlled.

Here's how to use the tables:

1. Make an initial roll on the table appropriate to the area you are populating; upper, middle, etc. These are tables 1 to 5 inclusive. If this roll does not indicate a business, make a note and move on to the next building.
2. If the initial roll indicates a business, roll on tables A, B or C as directed. After each business there is a percentage chance listed that the next business for the area is the same as the last one, ie. the chance that a cluster of like businesses has developed. This chance is subsequently halved for each reoccurrence of the business type.
3. There is also a number column (#) indicating the total number of business, of that type, in a given area of town. This is for towns and cities of approximately 20,000, so adjust the figure up or down if you're dealing with a different population size. Once the total number of businesses has been reached, further results indicating that business should be re-rolled. Note that booths in the bazaar and all Recreation businesses do not count toward these totals, and that each table has a separate total (eg. bakers might have all been allocated from table A, but you can still stick a baguette merchant into town from table B).
4. Use your noggin. Some businesses (eg. stables) require more space than others, some may not be suitable to the city at hand (eg. a caji houser in the heart of Thantier), and some may look out of place. Maintain a mental image of your chosen city, it's 'feel' eg. you might decide that Joble was basically a huge Recreation area surrounded by Lower Class housing, Jorune's mini-version of Las Vegas. Also note that some non-humans are more likely to run certain establishments, for example thivin musicians, thriddle mathematicians, and corastin movers are probably more common and/or better qualified than their human counterparts.

## TABLES

**TABLE 1 : UPPER CLASS**

<u>D100</u>	<u>Type</u>
01-25	Empty
26-50	Residence other than those on Tables A to C
51-85	Use Table A
86-95	Use Table B
96-00	Use Table C

**TABLE 2 : MIDDLE CLASS**

<u>D100</u>	<u>Type</u>
01-25	Empty
26-50	Residence other than those on Tables A to C
51-85	Use Table B
86-95	Use Table C
96-00	Use Table A

**TABLE 3 : LOWER CLASS**

<u>D100</u>	<u>Type</u>
01-25	Empty
26-50	Residence/Tenement
51-75	Use Table C
76-98	Use Table B
99-00	Use Table A

**TABLE 4 : BAZAAR**

<u>D100</u>	<u>Type</u>
01-10	Empty
11-25	Wine/Alcohol
26-50	Prepared food
51-72	Use Table B
73-92	Use Table C
93-00	Use Table A

**TABLE 5 : RECREATION**

<u>D100</u>	<u>Type</u>
01-10	Empty
11-30	Pawnshop/Moneylender
31-60	Brothel (80% chance of reoccurrence on next roll)
61-80	Mayoo Den (60% chance of reoccurrence on next roll)
81-90	Use Table C
91-97	Use Table B
98-00	Use Table A

**TABLE A**

<u>D100</u>	<u>Business</u>	<u>%</u>	<u>#</u>
01-03	Baker	10	2
04-10	Incuhut	20	1
11-12	Artist	20	2
13-16	Crystal Cutter	40	3
17-24	Jeweller	60	5
25-33	Yordeh	10	3
34-38	Private Yord	10	3
39-40	Musician	40	2
41-50	Learsis	40	8
51-56	Fadri: Etiquette	40	3
57-58	Luxury Goods	60	4
59-61	Stable	20	2
62-66	Illidge/Inclep	10	4
67-72	Res, Astronomer	-	1
73-74	Res, Architect	-	1
75-76	Res, Biologist	-	1
77-80	Res, Engineer	-	1
81-82	Res, Geologist	-	1
83-86	Res, Entris	-	3
87-90	Res, Fadri	-	3
91-92	Res, Mathematician	-	1
93-98	Res, Scholar	-	3
99-00	Res, Diplomat	-	3



**TABLE B**

<u>D100</u>	<u>Business</u>	<u>%</u>	<u>#</u>
01-02	Beaster	20	2
03-08	Armourer	60	6
09-10	Baker	10	3
11-14	Bowyer	60	6
15-16	Cartographer	40	4
17-20	Thomboc	60	3
21-22	Daijic	60	4
23-24	Glassblower	40	3
25-26	Furniture Maker	40	2
27-29	Tapestry Maker	60	4
30-31	Hishtin	40	3
32-35	Freight Shipper	10	5
36-39	Learsis	60	5
40-41	Caji Performer	40	3
42-46	Leather Worker	80	6
47-50	Outfitter	30	5
51-52	Perfumer	40	3
53-57	Food Produce	10	6
58-59	Jer/Limilates	10	2
60-62	Movers	40	4
63-65	Scribe	10	4
66-67	Builder	40	3
68-71	Silk Merchant	80	3
72-73	Metal Worker	10	3
74-79	Stable	10	8
80-81	Tailor	60	3
82-88	Illidge/Inclep	10	8
89-90	City Guide	10	3
91-93	Weapon Maker	50	6
94-95	Wheelwright	40	3
96-98	Wineshop	20	2
99-00	Oils	40	4

**TABLE C**

<u>D100</u>	<u>Business</u>	<u>%</u>	<u>#</u>
01-03	Baker	10	3
04-05	Barber	10	2
06-08	Barrell/Box Maker	40	3
09-13	Butcher	10	6
14-15	Brewery	40	2
16-17	Brothel	10	2
18-20	Lamp Maker	10	3
21-24	Carpenter	40	4
25-28	Cobbler	80	4
29-30	Hishtin	40	2
31-33	Dyer	80	4
34-38	Food Produce	20	6
39-41	Fortune Teller	10	3
42-43	Rug Maker	40	4
44-45	Gambling Hall	10	2
46-47	Laundry	10	2
48-51	Mason	10	4
52-55	Pawnshop	60	5
56-60	Durlig Pullers	40	6
61-62	Painter, Buildings	10	2
63-65	Paper/Ink Maker	10	3
66-70	Potter	60	6
71-74	Rope/Net Maker	10	4
75-76	Weaver	20	2
77-78	Caji Houser	40	4
79-80	Sign Painter	10	2
81-83	Spinner	60	4
84-86	Stable	10	3
87-88	Performer	10	4
89-95	Tanner	70	6
96-00	Illidge/Inclep	20	5

**Example**

The GM has decided to populate the Sobayid city of Laindis (Sobayid Atlas, p.30). Moreover, she has determined that the northern part of the city contains the richer citizens, and that she will begin populating the area along Gundon Walk. She begins on the west side, next to Lainya Elayn's statue of woffen. Thus she rolls on Table 1 (Upper Class), getting a 51. This refers her to Table A, where she rolls a 72. So the resident of the corner building is an Astronomer, and the GM decides that this is a visiting Iscin from Ardoth taking advantage of the clear Sobayid skies. There is no chance of reoccurrence, and the number of astronomers is 1 (so this is the only known stargazer in Laindis). The GM moves on, rolling an 87, which means she refers to Table B. This time she rolls 90, indicating a City Guide. The chance of reoccurrence is 10%, and the dice roll is 21, so the next business rolled will be as normal (if the GM had rolled 09, the next business along Gundon Walk would have also been a City Guide). The number of potential City Guides left is two. The GM continues to populate the street - and the city - in this manner.





## **IT'S NOT A MATTER OF LIFE AND DEATH** **(IT'S MORE IMPORTANT THAN THAT)**



A scenario for 4 to 6 tauther, policing the annual reener game between Kask and Kesler.

### **INTRODUCTION**

This adventure is set in the Khodres, where two rival towns will attempt to sabotage a 'friendly' game of reener by bribery, drugging, stealing, lying, and cheating. It will be up to the players to see that everything runs smoothly and to limit the damage if the odd transgressor eludes their vigilance. Although it's a rough 'n tumble Khodren escapade there's no reason why it can't be moved; instead of Kesler vs Kask it could be Joble vs Cavis, or Es'Wother vs Portgate. Any excuse for groups of people to hate each other - even though they live near one another and have much in common - will do. No particular season is specified but Auss or Crith are best for that rainy, muddy, sepia feel to the day.

### **BACKGROUND**

For half a dozen years Kesler (see Issue 1) and Kask have competed against each other in an annual game of reener or 'run with the ball'. Each year grown men get a thrill out of playing a child's game, cavorting around in the mud and drinking lots of rusper afterward. The townsfolk gather and watch, gather and throw rotten gerrig heads, or gather, drink and try to join in. There has always been a traditional rivalry between Kesler and Kask, with no particular attention being paid to what the rivalry was about. Reener is the perfect excuse for a punch-up and some spleen venting, though it has never got completely out of hand. That could change...

### **THE PLAYER-CHARACTERS**

The characters will be asked, ordered, or bullied into helping organise this year's game, and the policing of the event as a whole. This will be at short notice, because the police/militia who usually do the job are on strike or have been called away to deal with something more serious. The PCs responsibilities are split into pre-game, in-game, and post-game, and they'll generally need eight hands and six sets of eyes. The adventure is open-ended and is designed to induce a little positive stress; the players will

not get everything right or be able to cover all their bases, and big guns will do them no good at all. They'll need tact, foresight, keen observation skills, and leadership. All qualities that players have in abundance...don't they?

### **THE GAME**

It isn't important to know the rules of reener, either for the adventure or for the PCs. However, the players may argue that their characters would have played the game themselves or they may want to do some scouting by watching a warm-up game. The only available one is being played by adolescents, who will try to be flashy when they realise they're being watched, and the PCs won't learn much (they will however learn a few choice Khodren curses). There are a few rules to the game, but in practice they tend to break down. This is because (a) local rules vary, (b) referees are neither very professional nor very conscientious, staying away from the most fierce action, and (c) no-one really cares. The most important thing to remember is that one team will be trying to get a heavy ball into the other's territory - pushing it out of one end scores a point - and the other team will be trying to stop them. To the untrained eye it looks like a lot of flying elbows, flailing legs, dirt, and wild tackling. The trained eye will confirm that this is true.

### **GETTING INVOLVED**

The PCs will be contracted a few hours before shove-off, and will be shown to the site where the game is to take place. It is a natural hollow about midway between Kask and Kesler, surrounded on all four sides by embankments of rough grass and shrubs. The playing field is considered to be almost all of the space in the hollow, with a single rope fence separating spectators from the main action. A crowd of 400 or 500 is expected, along with hawkers, entertainers, and food and beverage vendors. The game will begin at noon and end a couple of hours later, when the daijic ascertain that the moons Launtra and Gobey are in a certain alignment.

## PRE-GAME PREPARATIONS

1. The PCs will have to meet with the team captains, and there will be an immediate problem. Kask's captain, Filo Dimlerrin, turns up in a blue playing shirt, and Kesler's captain Killian LaLoosh (in red) will object. Blue dyes are notoriously expensive and this ostentatious act is an insult to the hard working people of Kesler. The PCs will have to make a ruling, and one team will be upset.

2. When the team sheets are reviewed Kask will single out one player as a 'ringer'. The offending player - Naroot Hefflinger - has apparently faced Kask four times already this year, for four different teams. Kesler will deny everything vociferously. A ruling is required.

3. The PCs must keep the ball safe before shove-off. It is a heavy leather sphere, made from thombo hide with strips of locurian grunder to thwart invisible dyshas from influencing the flight of the ball (10% chance). An hour before game time a small group of children will want to borrow the ball for a kickabout; if the players allow this they will sell it to a githerin who will strip the grunder and leave the flaccid ball behind. Everyone will be displeased, shove-off will be held up, and the PCs will have to improvise a new ball.



4. Liaising with the officials will turn up another problem. The referee is OK (he wears a tall white hat) but the two local daijic haven't been paid. Their fee is 20 gemules and the promoter is nowhere to be found. The PCs can pay them off, dismiss them, or make them a promise of payment after the game.

5. An argument breaks out between two vendors from Kesler; Ferrit Lunt and Treven LaLoosh are both patrolling the same patch at the south end with their pastries and each has been trying to out-shout the other. After a few minutes they are jostling and elbowing each other and the crowd around them are enjoying every minute. If the PCs don't intervene a basket of food will end up in the lap of a woman of high standing (who has a touchy husband) and if they do intervene they will be booed by the crowd and pelted with mushy fruit.

## IN-GAME EVENTS

1. Shove-off will occur with a mighty roar from the crowd and the game will be underway. An enthusiastic muadra will release a pyrotechnic desti dysha into the air, which unfortunately will cause a bystander's hair to catch fire. The PCs will have to deal with the fire hazard and the offending muadra.

2. Kask take a 1-0 lead, and Kesler drive downfield to equalise. Kesler are about 5 yards out when the referee is caught in a pile of players and his hat flies off. Kesler score seconds later but the referee cannot be seen. The white hat resurfaces and the point is awarded. As Kesler jog back to the shove-off point the PCs see the white hat being thrown from person to person in the crowd and an irate man is attempting to retrieve it. This is the referee. He claims that a partisan donned his hat while he was stunned and allowed the point, which technically speaking shouldn't stand. The PCs will have to adjudicate (smart players may have tried signature skills to spot the bogus ref, or claim that they did so).

3. After 20 minutes it will begin to rain, and the PCs will be passed raincoats by cheery spectators. After a few minutes of being pelted by various objects an observant character will notice that all the raincoats have been painted with a target on the back. The crowd will begin chanting "Who's the gissyne in the mac" and pointing en masse on the last note.

4. With the scores tied 2-2 late in the half the excitement gets too much and a portion of the crowd on the north bank rush the field. About

a dozen spectators make for the ball. If the players allowed the point to stand earlier in the game (see 2) a large boccord will head for one of them with a length of rope and a mean look in his eye. This isn't actually a lynching attempt (though the players may think so), but he will attempt to tie a player to the back of a thombo and slap the beast so hard it runs for 5 miles without stopping.

5. At halftime - while a thivin band lustily entertains the crowd - refreshments of scented water and Khodren oranges are passed out. The oranges have been poisoned with a slight dose of halcen. This is not strictly illegal as halcen is a common pain blocker, but it can also cause drowsiness, which could obviously affect performance. The players may be quick enough to catch the offender making his getaway (he is a Kask supporter) but by then the teams will be tucking into the fruit. Due to a frenzy of greed at the refreshment table the oranges have gotten mixed up, and it will take the players a long time to sort out the which oranges were doped and which players ate them (skills in limilate prep will help). The PCs will need to sort out who needs to be substituted or what other action is necessary. A cruel GM may force a PC to take part in the game for a few minutes while a wobbly team member has a short snooze.

6. The second half finally starts and Kask assert their dominance. One Kask player laterals the ball to another, who looks like he's in the clear, but in mid-air the ball makes a frankly impossible swerve and Kesler regain possession. This is a caji disguising her dysha by making an invisible Power Orb, and the aftermath depends on how the PCs handled the disgruntled daijic (the PCs may have been acting as daijic themselves of course). If they were treated well the caji will be caught and the PCs must dispense summary punishment, but if the caji is allowed to get away with it she'll try more outlandish tricks as the game wears on. Eventually the PCs will have to deal with her, and she will fight back with lots of (non-lethal) dysha attacks...as will her spouse and a couple of younger dytes.

7. A group of crugar are upsetting the surrounding humans on the west side. They are

hissing loudly, making agitated scratching gestures, and flexing their black claws in and out of their paw sockets. Although to humans this looks like a show of aggression the crugar are actually having a good time, laughing and pointing at the slow and dim-witted humans fumbling around like greasy beagre in the mud. A heavy handed approach could ruin that mood completely. Very astute PCs may notice that the Crugar don't seem to be following the ball but concentrate on one or two players at a time, at which point they howl uncontrollably.



8. The PCs will get a tip-off that a Kask player has been paid extra to seriously hurt an opposing team member. They will have to decide what action to take. The information is correct but the player the informant singles out is the wrong guy.

#### POST-GAME

1. With the rain abated and the warmth returning to the hills the reener players are covered in mud and steam is visibly rising from them (and the PCs). Kask take a 3-2 lead, and then 4-2 as a Kesler player makes a glaring error. A few minutes later the daijic raise their yellow flags and the game is over. Kask win, revenge for last year's 3-0 loss. The players don't congratulate each other much, but at least they don't get involved in a mass brawl. All seems to be going well. However, the PCs will almost be bowled over by the Kesler player who made the game-losing



mistake; he is being chased by an angry mob, who will crash through the PCs seconds later. The player will hole up inside the caravan that the thivin musicians travel in, and the mob lays siege. The PCs will have to wade in; this could mean physically breaking it up (dangerous and difficult), creating a diversion allowing the player to escape (safer) or doing a Pericles bit by appealing to the gathered peasants (the most satisfying to role-play and certainly the least destructive option). The choice is theirs.

2. The PCs notice an inert woffen lying in the south-east corner of the field. He is on his back and his shirt looks to be stained with blood. Another woffen is slinking away and slipping some sort of object into his lawmners. It looks shady but nothing criminal is happening; the inert woffen is drunk beyond belief and has passed out, spilling a quantity of wug (a gravy heavy in blood) down himself in the process. His friend, embarrassed and unsure of what to do, is putting his wooc bread in an inside pouch and is off for some water to splash on his companion's face. The sober woffen is easily panicked and will run if the PCs coming blazing with all weapons.

3. If the PCs allowed Kask to use the red shirts, Kesler players will have torn them to shreds. The PCs will be required to pacify the Kaskians, and they may be threatened (emptily, as it turns out) with legal action.



### RUNNING THE SCENARIO

The aim of the scenario is to provide the PCs with opportunities for decision-making, some very awkward but non-lethal combat, and social interaction with different racial groups. The episodic nature of the incidents is

unavoidable, and the GM should feel free to add, subtract, or otherwise alter the structure into a more coherent whole; but as long as the PCs feel harassed, tired, and wet, that may not be necessary. Have two incidents flare up at once, make the going tough for PCs attempting to reach one side of the field from the other, and generally put them under pressure. There are no challisk marks in it for them, but there is the reward of a slap on the back, a seat by the fire, and a large flagon of crusty herbis if they do well.

The reener game can be expanded to be the centre-piece of a larger festival. With a bit of work the GM can create other events and personalities to populate the surrounding countryside. Examples are easy enough - fire eaters, beaster shows, a croid fight, a caji firework display. If you've used Kesler before have some of the denizens of that town show-up and reacquaint themselves with the PCs. In fact many of the townspeople will be present as spectators or merchants. Perhaps an adventure of the GMs own devising or an old grudge can carry over into this scenario.

I haven't provided a diagram for reasons of space, but the GM will need one. This is relatively simple, but you may want to make accurate calculations of distance for running or jogging speeds and range weapons. You may also want to make weather conditions a factor. This is personal preference, so have at it.

### REWARDS

The characters will be paid whatever was agreed at the outset, modified up or down depending on how they handled the situation. They will be given a commemorative item - most likely a pottery mug or brightly coloured sash - and as much alcohol as they can drink that night. The GM could assign miscellaneous Attainment Points in any number of skills, but a few D6 amongst Crowd Manoeuvre, Current Events, Entangle, Etiquette, Fast Talk, Gaming (Sports), Khodren Lore, Limilates, Oratory, Tackle, and Weather would not go amiss. If your players were especially diligent in pre-game preparations, such as organising tighter security and doing solid research, they should also be given their due for that.

## PASS THE GIGGIT PIPE - IT'S THE LETTERS PAGE!

Thanks to all the folks who were kind enough to drop me a line either before, during, or after the production of Issue 1. Some of the replies below have appeared in letters to those concerned, but I thought some airing out wouldn't hurt. My comments are prefaced by a smiley face (☺) and are in italics. Please take the time to jot down a few lines, it's always appreciated.



### **Paul Mason, Japan**

It's good to see fanzines like this springing up. It seems to me that roleplaying has slid back from the brink of becoming mainstream and has once again become the province of the enthusiast only. This is probably a good thing; although we may bemoan the difficulty of finding players (I feel this particularly acutely) at least the players we *do* find are likely to be reasonably keen. I thought the zine was a good start.

☺ *Thanks Paul, though I realise you're giving BF a qualified thumbs up. The aftermath of Issue 1 was quite a revelation to me as I began to see more fanzines; I was amazed at their production values and professionalism. I guess I still had an idea of fanzines looking like 80s zines like "Dragon Lords" and "SEWARS". No offence to Ian Marsh and Chris Baylis, but the old zines do look scraggy compared to today's triumphs of style.*

*The content was even more staggering, lots of it could wipe the floor with so-called 'official' products. As I've said to more than one person in the last few months, I feel like the one legged man in the ass kicking contest. My hat is well and truly off to all those dedicated souls out there in fandom.*

*As far as players go, I think it is a little harder to find like-minded gamers. Games shops seem to be cutting back on minority systems to accommodate the TSR/White Wolf/WoTC behemoths, so people just don't get to see some stuff at all (that said, I hear someone picked up Jorune in Poland). The same problems are evident with gaming magazines. I had to advertise "Borkelby's Folly" in the amateur press and overseas - there wasn't anywhere to go in the UK. This may change with the advent of free contact ads in Future Publishing's new RPG mag "Arcane". Luckily for me word got around, and so Issue 2 was worth doing. Rolegaming is a difficult hobby to explain to outsiders, and it's not for everyone. Y'know, there are some really good friends that you wouldn't dream of plonking in a chair and improvising a scenario with. To wit:*

### **Matthew Pook, Falmouth**

Friends who do not game are always going to think that you and what you do a little odd.

☺ *I think rolegaming can engender the same reaction from acquaintances that would follow a confession that one was an ardent Trekker, and yes, one could speak Klingon. Incidentally I'm learning Welsh, which may not be so far removed from Klingon as one would think. Allegedly.*

### **David Hall, Slough**

My advice on running a fanzine would be: don't do it in the first place.

☺ *Aaargh! Too late you fools, too late!*

### **Matthew Pook**

Compared to other fanzines that I have seen "Borkelby's Folly" looks very good [but] you cannot escape the fact that it is very slight...with more contributions this should be solved.

☺ *The reaction to BF's 'look' has been mixed. I can only work with what I have. Yeah, BF should have a larger page count, but there is only so much I can write in a given time period. As you point out, more contributions would be a great boon. I'd like to thank Alex Blair for reminding me that*

*submission requests are usually greeted by the loud chirping of crickets; however, this issue should contain material by at least four people. Most zines cost about £3 for 30 to 40 pages, and while BF1 was shorter than that it cost nothing more than an envelope and adequate postage. A bargain.*

#### **Owen Smith, Cambridge**

Distribution and material are going to be problems of course. Distribution since Jorune is a fringe game, and material for all the usual reasons. There was a UK Jorune fanzine called "Sarceen's Knowledge" but it folded quite some time ago. Joe [Coleman, editor of "Sholari"] has an edge on material since he works on official Jorune stuff and gets some of his material from those sources.

☉ *I have a feeling that Jorune is probably more talked about than actually played. I think quite a few gamers have a high opinion of Jorune and read the material for the heck of it. In this sense it may be akin to "Empire of the Petal Throne". Distribution is indeed a problem, and I'm doing my best to get the zine out to those that would be interested in it. There are Jorune gamers out there, reaching them is the problem.*

*The former editor of "Sarceen's Knowledge", Alex Blair, has been in touch and should be contributing to the next issue. Alex gets a credit in "The Gire of Sillipus" for work lifted from Issue 1 of "Sarceen's Knowledge" (though apparently this was co-authored by Geoff Gray). I've also heard mention of "Skylarking Digest", which may be a Canadian SoJ fanzine. If anyone has news about this please get in touch. My attempts to contact "Adventures Unlimited" for more info (amongst others) have been unsuccessful.*

*Yes, Joe Coleman has me by the short and curlies when it comes to sanctioned material. I can't compete on those terms and I don't want to. We're on the same side after all, and I still think a Jorune zine based in the UK is a good idea. "Sholari" seems most interested in culture/society articles, so BF may have more freedom to experiment. "Sholari" is also closer to SkyRealms HQ, and while I'm not suggesting that Joe is anyone's lackey, BF can be less formal. If the readership of "Borkelby's Folly" dwindles to next to nothing I'll throw the towel in. At least I tried.*

#### **Paul Mason**

*I'd rather have 10 readers who comment than 100 who don't.*

☉ *I'll second that.*

#### **Owen Smith**

One of Joe's problems is that most of his subscribers are also on the Jorune mailing list on the Internet, so it's a tricky subject whether he should publish anything that has been seen on the mailing list.

☉ *This is no problem at all. RPGs are the most democratic form of entertainment I know, where all you need is paper & pencil, dice, and imagination (hell, sometimes you don't need the dice anymore). Please don't add £1000 worth of high-end PC to that list. Cutting off the 'information poor' amongst us would be a tragedy. And we'd sulk.*

*Mark Wigoder-Daniels pointed out to me recently that the net bypasses all the traditional bugbears of fanzines, eg. dodgy printers, copying costs, files getting eaten, and so on. That's all true, but at the moment I'm enjoying putting the fanzine together; cutting things out, drawing funny little pictures, figuring out layout, page count, etc. And I like getting fanzines through the post, opening the envelope and admiring someone else's handiwork. I like the physicality of fanzines. This is one reason why, for instance, I thought the squealing about CD-ROM replacing books was misplaced - people like tangible objects like books, the feel and smell of them. Oo-er, I've come over all tactile...*

#### **Owen Smith**

In reference to the Drenn article, I don't see Drenn working that way and generating an income from toth. I look at Drenn as more akin to being awarded an MBE; it's an honour but it isn't a living. One thing you missed on the prejudice front is very important - maudra who are Drenn get to give out one challisk mark per year rather than the five per year the other races are entitled to give out. Now that's what I call prejudice.

☉ *Doh! [insert sound of slapping own forehead]. I missed that one, obviously. I guess making it harder for maudra to qualify for Drennship and then ensuring a 5:1 ratio against them is pretty severe, and that's before you figure in the occasional maudra pogrom. I made a small nod in this direction when I said that non-humans were more likely to find ladders of social progression within their own culture. "The Sobayid Atlas" details maudra sects in this way, and was well overdue.*

*I could have made a clearer distinction between what I believe to be the game designer's inspirations and the game world rationale for the Drenn system. I still think that the Lekers had Athens in mind when they created the Drenn system (why mention Plato at all?), though one word from*



them could prove me wrong. The concept of Drenn as part-time councillors who earn a living elsewhere doesn't mesh that well with adventuring tauther. Would Burdothians risk life and limb for the state and then sit back in the bakery or illidge, content with a silver challisk?

This could be one of those problems when game world meets RPG, in that playability becomes a factor. I think the Drenn system is an excellent RPG device, I'm just not sure how it all slots together on Jorune. I made a glaring omission when I forgot to mention that Drenn are tax-collectors (which Paul Mason also queries in a forthcoming article). I was also off base on Drenn Points in general, as the 3rd edition states that it's easier for bronth to reach Drennship than other non-humans. So the following may be more like the Drenn scale: 50 for humans, 60 for boccord, 70 for muadra, 80 for bronth, 90 for woffen, and 100 (or more) for crugar.

A further point is the suitability of military types for drennship. Since writing issue 1 I've got my hands on a copy of Companion Jorune: Burdoth, and it has the following interesting things to say:

"Everyone who enters the military is officially declared tauther" (p.50), and "Many sergeants are drenn since the same skills and experience it took to earn the rank are also reserved for drennship" (p.51). I think that says it all really.

#### Owen Smith

The introduction to Jorune seems aimed at people who know little or nothing of Jorune, but it [was] well written. Weaponsmith and Kesler are both good, usable background pieces...if you can reliably manage 2 or 3 issues of BF a year then you can fill a niche.

☉ The introductory nature of BF's first article was deliberate; Dave Morris rightly pointed out to me that people may pick up the zine out of curiosity and want to get orientated with an article or two for newcomers. This was certainly the case when I bought a copy of Dave's fanzine for EPT (and see Nick Parke's letter, below). In this sense the zine can help publicise the game at the same time as serving existing Jorunis. I expect one or two articles in each issue to be aimed at Jorune debutantes (see "Lost in Space" in this issue).

Kesler was the hardest piece to write in Issue 1 and the one I'm most proud of. I actually think the Weaponsmith was the weakest, I really should have expanded it or worked a scenario around the concept. After I'd finished the piece I noticed the illustration of a Thivin sword in the 2nd edition

Player's Book, which shows a curved and bejewelled scimitar type weapon. Maybe this is the distinctive feature of Thivin craftsmanship.

Three issues a year sounds doable (is that a word?). I'll certainly aim for a fairly regular release, as long as I have enough usable stuff.

#### Nick Parke, Croydon

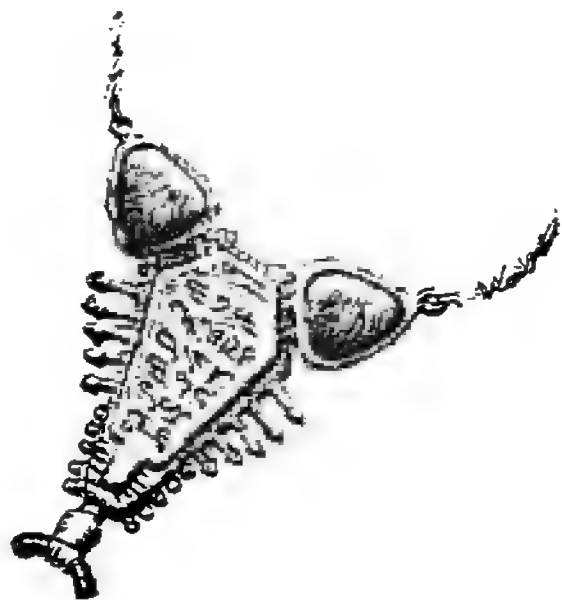
I enjoyed Borkelby's Folly a lot, although it felt at times as though I was reading a professional or trade magazine as a lot of the jargon passed me by. I think the production values are fine by the way...I would gladly read any subsequent issues.

☉ Here's what we were referring to earlier. Nick is an interested newcomer to Jorune, and he's probably right about the jargon. Hopefully the introductory material will help, as will an attempt to cut down on unnecessary neologisms. The difficulty with rolegames that attempt to create an immersive background is that they can seem impenetrable to the outsider.

#### Matthew Pook, Falmouth

What about finding music to play in the background to enhance your games? I would suggest the soundtrack of "The Last Temptation of Christ". Called "Passion", it's by Peter Gabriel and uses a lot of middle eastern and arabic instruments.

☉ Thanks for the tip Matthew. I guess you'd have to be in serious New Age territory for any shanthic encounters, and John Carpenter's minimalist bass lines would seem to fit tense situations. Personally I'm not very good with musical accompaniment as I find it disrupts my concentration (rustling crisp packets do much the same thing...).



OK, that's all for the inaugural letters page. Let's have some more missives next issue.

## NOTES & QUERRIDS

I'd planned to have some fun with this piece, but the response was a little disappointing. Still, enough of you replied for the continuation of the series, and I think we have resolved some of the points from Issue 1. Thanks to the chin strokers who wrestled with the problems presented in the inaugural 'Notes and Querrids'.

For those new to the feature this is a Q&A section on just about anything that springs to mind about Jorune - rules, people, places, funny hairstyles, anything. I've paraphrased the original queries and then added the replies, followed by additional comments by me. Quite often I've been sent scurrying back into the rules myself.



Q: There is a baffling lack of scale on the 3rd edition maps. Has anyone come up with their own or extrapolated travelling distances from the text?

Owen Smith: "I'm glad I'm not the only complainer - lack of scale on maps seems to be a 3rd edition disease. I've already asked Joe for all 4th edition maps to have a scale, and in fact the map in "The Sobayid Atlas" does have one. I can also offer some help. Although the maps are redrawn it is possible to derive rough scales from the 2nd edition maps, cross checked from the Sobayid map. The error on this seems to be about 10% since things have shifted around. Anyway, we have: page 27 world map is 1mm = 22.3 miles; page 216 Burdoth and Heridoth map is 1mm = 2.35 miles."

☺ Hurrah!

Q: Parrying with a shield seems less effective than a parry/dodge with a weapon, since shields act as extra armour while a parry/dodge negates all damage. I'm not sure I buy this.

Owen Smith: "Under the 2nd edition rules a shield is just like a weapon parry except (a) you can do it on an Advantage of 1-5 whereas a weapon parry needs a 6 or more and (b) the damage is rolled anyway to see how badly it damages your shield. Are you sure this damage to the shield isn't confusing your interpretation of the 3rd edition rules? I can't believe that 3rd edition shield parries have changed to so great an extent."

☺ *Let's see just how much the explanation of shield parries has changed in SoJ rule versions.*

*2nd edition: "The number needed to block an attack is the same as 'defend with no weapon'. Shields can be used with an Advantage roll 1 through 5. Shields penalise a character's Advantage by 1 due to their bulk."* \*

*2nd edition supplement: "Defending with a shield greatly reduces the chance of being hit, but it also reduces a character's Advantage by 2 points. A shield can be used every round regardless of Advantage."*

*3rd edition: "Characters with a shield may use it for their defence roll. Only a single defence may be made per combat round, so if a character uses a shield he cannot also roll against Defend Without Weapon. Shields count as armour. If the weapon penetrates the shield, injury is taken to a random location."*

*Quite a hodge-podge isn't it? The 3rd edition omits the Advantage rules completely, simply adding on a table that shields give a +3 to Defence (why? Isn't the shield skill enough?). Even more heinous is the fact that shields are not mentioned in the Combat chapter once - they are in the skills section of Chapter 2! The "Sholari Pack" lists shields in the index only in relation to various dyssha shields, but does have an entry on 'tower shields' that says these huge shields penalise Advantage by 3.*





## MAGAZINE REVIEWS

**Adventures Unlimited, Issue 2**  
**Quarterly prozine, \$18.00 for 4 issues**  
**Bootstrap Press Inc.**  
**3893 Norfolk Street**  
**Burnaby, B.C.**  
**Canada**  
**V5G 1E6**

### **Review by Matthew Pook**

When I was in full-time employment there was not a gaming related magazine that I did not try and buy. Now I'm a student I have to pick and choose what I can afford. So when I came across the second issue of "Adventures Unlimited" that contained Jorune material I had to get a copy.

This 80 page Canadian publication is totally devoted to presenting scenarios (and nothing else). There are seven given here that cover Star Wars, Earthdawn, Whispering Vault, Castle Falkenstein, Toon, Nephilim, and of course Jorune.

The adventure set on Jorune - Profit Margin - written by Mark Frein, is nine pages long (including artwork) and involves the PCs being hired to search for, and excavate, a limilate. Unfortunately the search takes place on Sillipus and their employer wants it all kept secret. Complications arise because another group is excavating some Earth-tec nearby, and they also want that kept secret...

The simplicity of this adventure makes it into an extended encounter. There is no complicated plot here and the rewards from playing it should arise from the roleplaying involved rather than material gain. Like any scenario Profit Margin is going to need a little fleshing out. The basic adventure printed here, with a little spicing up from the Sholari, should take no more than two sessions to complete, but there is plenty of background included to build it as part of any campaign.

Ownership of both the "Sholari Companion" and "The Gire of Sillipus" is recommended, but not mandatory to play Profit Margin. Any good Sholari should have these supplements anyway.

At £2.99 for a single issue "Adventures Unlimited" is a good buy if you play any of the games it covers. Even if you just want it for Jorune material (not all that surprising given the lack of it) it is still good value and I would recommend it.

**Shadis, Issue 17**  
**Monthly prozine, \$3.95 single issue**  
**Subscription \$50.00 overseas**  
**17880 Graystone Avenue #203**  
**Chino Hills, CA 91709,**  
**USA**

This is the February 1995 issue by the way, which just shows how out of touch I am, or rather how out of touch most RPG retailers seem to be these days. The mag runs to a chunky 110 pages plus (ads included) and is split into three main sections - special features, GMs workshop, and regular departments. It is an independent magazine, which is a relief.

"Shadis" thus covers a wide range of topics under the gaming umbrella, including RPGs, PBM, card games, fanzines, boardgames, miniatures, industry news, and a classified section (which many mags don't have for some odd reason). You should be able to find something to interest you here.

Amongst the regular features are a couple that I heartily approve of: a contacts listing for other zines and mags, the classified section, and the fanzine reviews. All extremely welcome in an era when big companies seem to do their best to squeeze the little guy out of a competitive market. If there is proof of the magazine's independence it is this. I can't think of another mainstream publication that goes out of it's way to encourage contact between players of minority systems (and there are some extremely minor systems on the contacts page).

If I happen to stumble upon a copy of "Shadis" again (probably in the Arctic Circle in 1998) I'll certainly buy it.

**The Eye of All-Seeing Wonder, #5**  
**Tékumel fanzine, £2.99 per issue**  
**Steve Foster**  
**26 Western Lane**  
**Balham**  
**London, SW12 8JS**

I think everyone interested in fanzines knows about this, an absolutely top-notch zine dealing with MAR Barker's Tékumel. This was the first zine I saw after formulating the idea of BF, and I was daunted by what I had to live up to. In the end I decided that I couldn't match its array of contributors or the style of production, so I won't try.



Issue 5 contains two scenarios, a full campaign setting, Tékumel astrology, rules variants, a recipe or two, and a full review of the latest EPT product "Gardasiyal". Within a few issues you'll almost have enough material to start gaming in Tékumel.

Great stuff; I don't currently own much official EPT material but this zine makes me wish I did. A few copies of issues 3 and 4 are available, and I'm told that issue 6 will be out in February or March of next year (I'd better make that explicitly 1996, just in case I don't get this issue out 'til then).

**Tales of the Reaching Moon, Issue 13**  
**RuneQuest 3 fanzine, £3.00**  
**David Hall**  
**21 Stephenson Court**  
**Osborne Street**  
**Slough**  
**Berkshire, SL1 1TN**

Another world-specific zine well worth checking out if you're into the world in question. At the risk of sounding increasingly superficial the first thing that strikes you about "Tales.." is the full colour cover. Open it up and you soon realise that this mag is professional in all but name. David Hall has distribution networks in over 12 countries for crying out loud, and material written by the game's original designers. OK, what's inside? A lot actually, arranged thematically for each issue it would seem. This one deals with the West and various aspects of Malkionism and sorcery. There is loads of background material and a meaty scenario to get stuck into.

RuneQuest certainly has changed since I last GMed the game in 1986 or so. So much so that I hardly recognised any of the material in "Tales..". Where was Prax? What was all this about sorcery being the one true magic of Glorantha? This isn't a knock, it's just an indication that RQ survived the bashing Avalon Hill gave it in the 1980s (like trying to turn it into AD&D). I felt like an OAP trying to get to grips with a Sony Playstation after being used to a valve operated radio - too much water has passed under the bridge for me to catch up now. I would recommend this without hesitation to any RQ fan.

**Imazine, Issue 23**  
**Paul Mason**  
**101 Green Heights**  
**Shimpo-Cho 4-50**  
**Chikusa-Ku**  
**Nagoya 464, Japan**

"Imazine" is a personal zine from Paul Mason, dealing with the issues in rolegaming that he feels need to be discussed. It has an edge that other zines perhaps don't have, a near acidic wit with which to assault the complacent or apathetic in the roleplaying field. It also happens to be very funny, and Paul's writing style is eminently readable.

I have three issues and all are excellent. Issue 23 contains an article on turning pro in the RPG industry (ie. why not to), a look at Chinese RPG systems, and the continuing report on Paul's own system "The Water Margin". Drop Paul a line and see for yourself what a cracking read "Imazine" is, or get a copy from the "Eye..." address above.

**Interactive Fantasy**  
**Five Issue Sub £20 UK, \$32 elsewhere**  
**Hogshead Publishing**  
**29a Abbeville Road**  
**London SW4 9LA**

This is a digest format 'serious' publication that looks at RPGs and related topics in a quasi-academic way. This and Imazine are the only rolegame mags/zines that my partner Julia reads, ie. that will hold her attention, and that's quite an accomplishment.

IF runs to 160 pages, including 40 pages of in depth reviews; when you read these you realise how skimpy most RPG reviews are in the mainstream mags. Of personal interest to me (in a rather odd way) was the number of people I spotted that were familiar to me from old White Dwarf and other rags of the mid 1980s - Marcus L Rowland, Phil Masters, Allen Varney. It's deja vu all over again.

The articles are a bit hit 'n miss, ranging from the genuinely thought provoking (James Wallis' "Through A Mask, Darkly") to the barely comprehensible ("From these twin hearts of myth unfolds a bridge built from the metaphor of abstract dances interwoven with the basic elements of drama"). As a whole though it definitely gets an 'A' for effort, and a big slap on the back for attempting to be different (listen to *me*, like I could do better!). I'll pick up copies whenever I am able.

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